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MAY 1994
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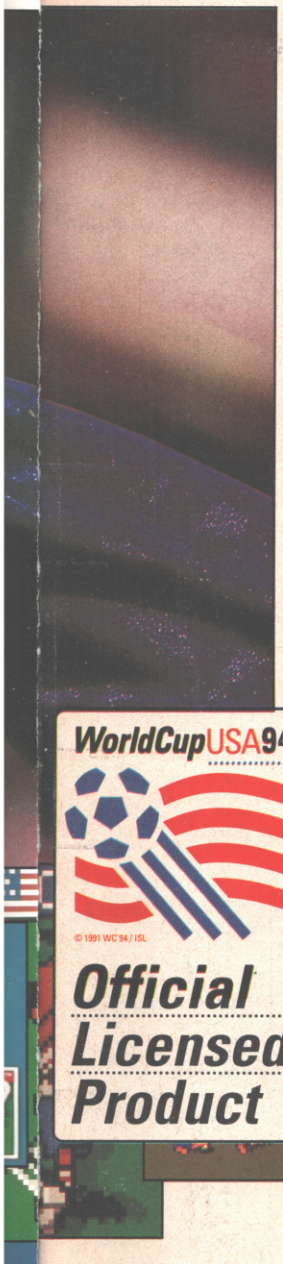

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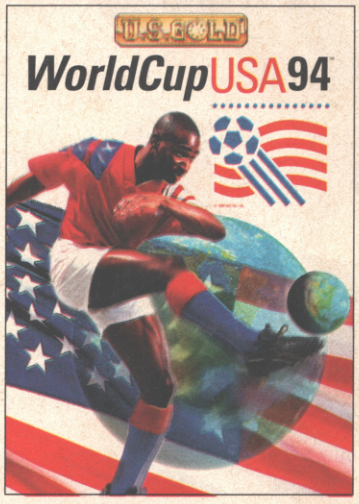

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MAY 1994 ISSUE 150

PRINTED IN THE UK

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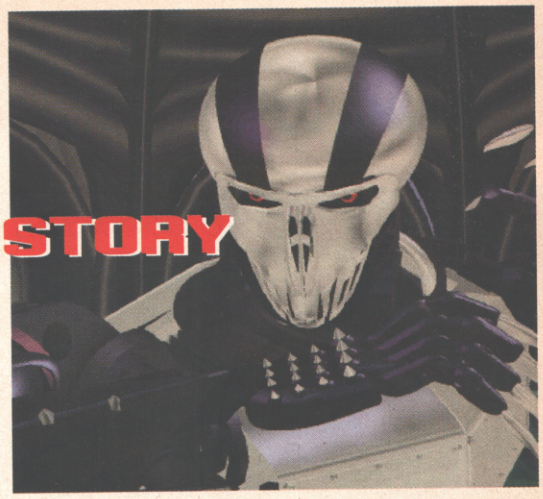


COVER STORY

24 RISE OF THE ROBOTS
Everything you need to know about the graphically superb beat-'em-up that's appearing on almost every format you can imagine.

SPECIAL FEATURES

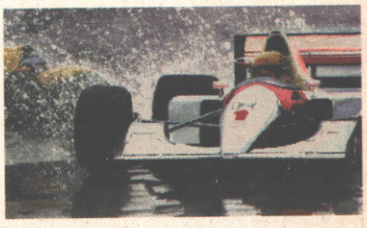
8 MEGA 32 • PC-3DO • SUPER GAME BOY
They may sound unfamiliar – but not for long. Computer and Video Games unveils three new add-ons to your systems that could boost them to super-enhanced gaming status! And as we're not biased and tied to any hardware manufacturer, make sure that you gen up with us before you commit to buying any of them!

12 SPIDEY'S BACK!
In-between NBA JAM and Mortal Kombat II, what's Acclaim got up its sleeves? Only the incredible Spiderman: Maximum Carnage – which CVG brings to you EXCLUSIVELY!

20 WISH UPON A GAME
We talk to some of the most accomplished developers in the games business to find out what their ultimate system would be – and the game they'd love to play on it.

46 THE ARCADE COMES HOME – TO YOUR HOME
Why spend a fortune on coin-ops, when you can own your own? CVG gives you all you need to know about inexpensive home-arcade gaming.

108 GROUP TEST
Over 20 games tested to destruction in this unique feature. Each month we take a particular style of game, compare what's on offer and choose the best ever game of its type. This month: racing games.



129 VR FOR THE MASSES
At last, it's here! The world's first virtual reality kit for the home. And you don't have to be a millionaire to own one or a pretentious media git to appreciate it either....

EVERY NEW GAME REVIEWED AND RATED

OVER 100 GAMES RATED IN THIS ISSUE

Only one kind of magazine can truly tell you whether a game is worth buying – and that's a magazine which reviews and rates every new game, whether it's on 8-bit console or 64-bit supermachine. That's why, in addition to Out Now and our regular reviews you should read our unique round-up section covering every other game we've played this month. (Page 102)

• 25 MILLION READERS SINCE 1982...

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◀ *The third version of Kick Off is here – and it's great! (Page 68.)*

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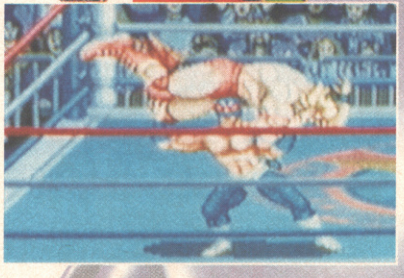
100 John Madden's Football – 3DO

▲ *3DO takes a big step forward this month with John Madden's Football (page 100) and the marvellously inventive Twisted (page 54).*



It might be a tad expensive... but what's good on the FM Marty may well be the next hot conversion to your own machine (page 92). ▶

WORK IN PROGRESS

◀ *Possibly the best racing coin-op ever AND among the first to be converted for the Mega Drive 32.*

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REGULARS

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NEW **10 FIRST SHOTS**
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NEW **14 COMING SOON**
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NEW **116 HELP!**
The most practical advice you'll find anywhere. A truck load of games tips, plus common sense help when buying hardware, upgrades and accessories.

125 ARCADE ACTION
The latest gossip from coin-op land.

NEW **127 BIG EDS**
Gems of wisdom from the finest cluster of games journos in the business.

130 NEXT MONTH
Part two of the Ultimate Games Encyclopedia AND MORE!!

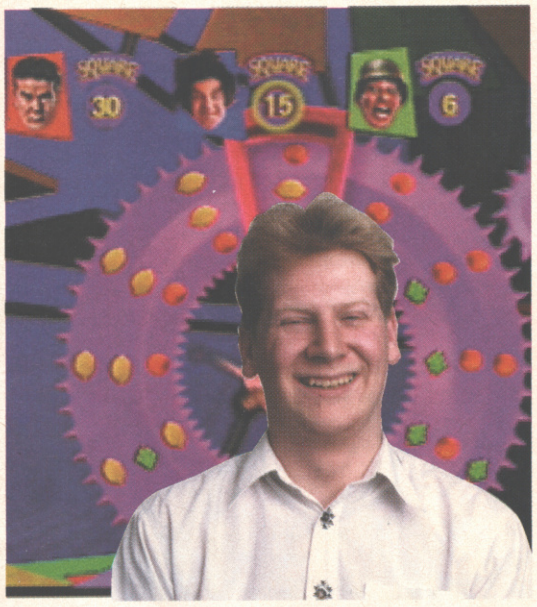
CHANGING WITH THE TIMES

Welcome to the fantastic 150th issue of Computer & Video Games. Having been involved on the mag for the best part of six years I've seen some changes, not only to CVG but also to the games themselves, and now is a very important time in the games industry because we're heading for more major changes, with the introduction of all-new machines. That's why we're continuing to make Computer and Video Games the magazine that will bring you all the info on the new systems and games as they happen.

That's the reason why we've given CVG a complete overhaul, and if you have a quick flick through this issue you'll see that not only has the design of each page been altered to make it much simpler to find the information you're looking for, but also that there's a whole lot more inside. We're not only reviewing more games than any other magazine, but our reviews make accurate comparisons and aren't just written from just one, biased perspective. Features have been expanded to give you a better understanding of what's happening in the ever-changing games market – which is more important now than it's ever been with over half-a-dozen new games systems appearing during the next 12 months. The tips section has been overhauled – now we give you the opportunity to ask us for the cheats which you need, as opposed to just printing a list of general hints which may be of no use to you whatsoever.

Anyway, that's enough from me. Enjoy the new-look CVG, tell us what you think, and happy gaming.

RAND



▲ *PAGE 54: Twisted – This is A TRULY original game, and the best use we've seen made of interactive CD technology – the first stunning game on 3DO. It's our aim to review every single game released – what ordinary mag can do that? Features-wise we've got lots of great new ideas: buying your own coin-op, for very little cost (P46), plus the games developers REALLY want to make (P20).*

▲ *Daytona USA – The most spectacular driving game in history will be the first game for the Sega Saturn – and we've got it before anyone else! See page 32!*

OUR REVIEWS POLICY

Here at CVG we're independent of any hardware manufacturer, so we'll let you know whether a game is available on other formats, whether there are better examples of the game on that system, and most importantly whether it's any good. Unlike other magazines which base their scores on the views of one person, our ratings are arrived at after lengthy discussion between the CVG team about each title's good or bad points, with the overall score being a separate mark based on the quality of the game – NOT an average of the other marks. For the sake of those who want to refer to back issues, if we recommend an alternative game we'll keep its original score, but obviously times change and what may have been a great game a couple of years ago, now may be a bit passe. However in the past five years alone we've reviewed around 1,000 games, so you can be sure that our recommendations come with an accumulated wealth of gameplaying experience.

WORLDBEATER

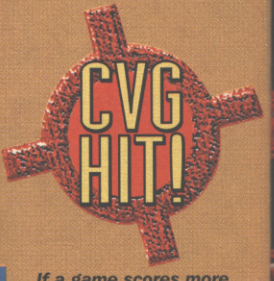
SNES

- Streetfighter II Turbo
- Nintendo/£59.99

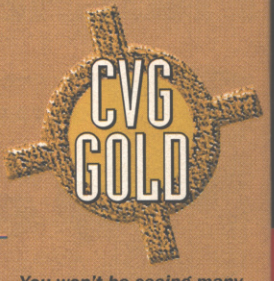
Still the best one-on-one combat game for the SNES. If you've already got a copy try Ranma 1/2 from Ocean or Capcom's Art Of Fighting.

- Issue 134: 81%

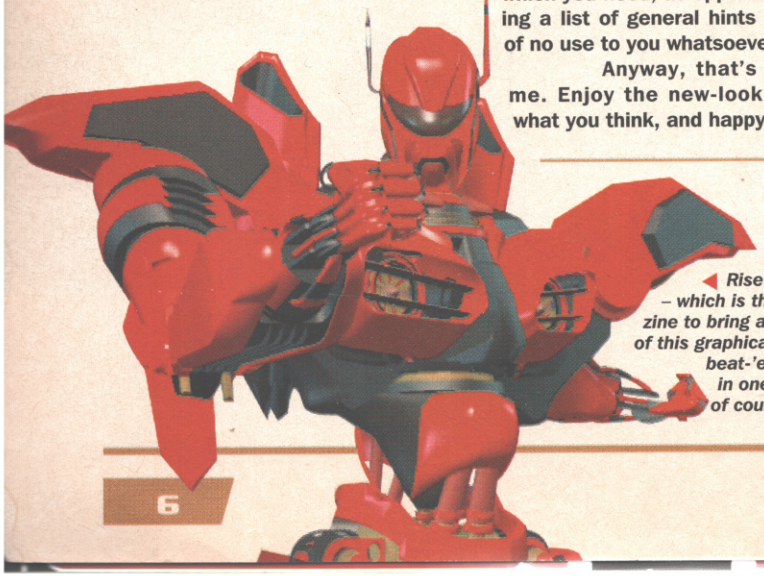
Whenever you see one of these we'll be referring to the best game of its type, irrespective of which games machine it's on.



If a game scores more than 90% we'll award it a sought-after CVG HIT!.



You won't be seeing many of these – only games scoring 95% or over will be granted this accolade.



◀ *Rise Of The Robots – which is the first magazine to bring all 11 versions of this graphically stunning beat-'em-up together in one feature? CVG of course.*

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GREED, CORRUPTION & THE MIDLAND LIVECASH DEAL

Sue 14

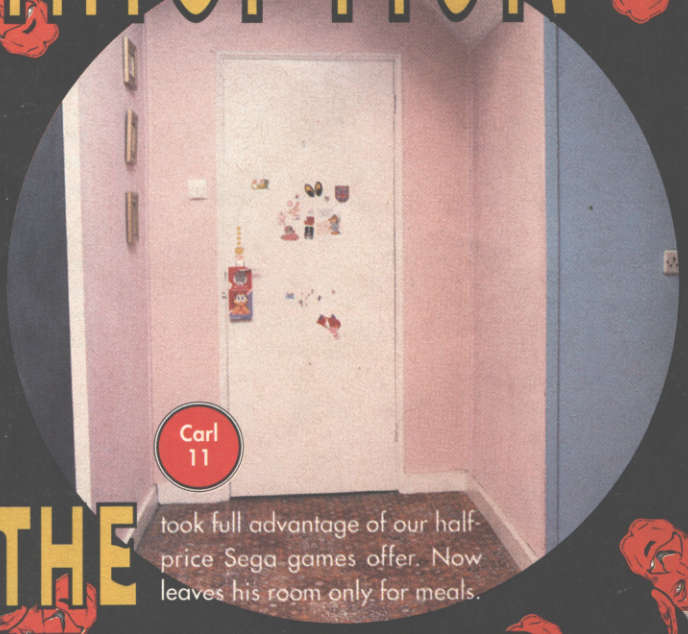
got one of our free Megadrive systems – then charged her kid brother a whopping £3 an hour to use it.

Steve 17

wasted all his cut-price cinema tickets in blundering attempts to impress his sister's friends.

Joe 15

ordered his "Pizza for a penny" pizza and then deceitfully asked his girlfriend to pay half the normal price.



Carl 11

took full advantage of our half-price Sega games offer. Now leaves his room only for meals.

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NEWS

32-BIT MEGA DRIVE THIS YEAR!

▲ It's just an artist's impression but by the end of the year you could be playing really mega 32-bit stuff on your Sega.

HOLD ON TO YOUR SEGA MEGA DRIVE – WITHIN SIX MONTHS IT COULD BE PLAYING GAMES LIKE THESE...

The awesome power of the Sega Saturn could soon be at your disposal for less than £200.

This year Sega is launching a device called the Mega Drive 32. For about £150 it will enable normal Mega Drives to become turbo-powered 32-bit games machines.

The add-on will plug into the cartridge port in the same way as the Power Base Converter. Inside are two Hitachi SH2 RISC chips, the same as in the Saturn.

The chips will work with the company's newly designed DSP (Digital Signal Processor) chip bringing to the machine much faster processing speeds, high colour definition, texture mapping, "CD quality" sound and also allow the inclusion of some filmed video footage on Mega Drive games.

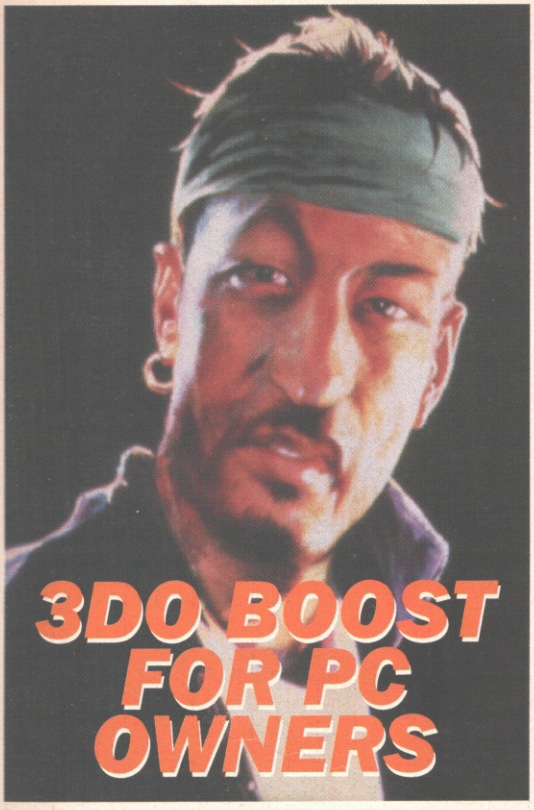
Mega Drive 32 will be compatible for use with ordinary Mega Drive and Mega-CD games and, more importantly, a number of specially designed titles.

▲ Sega's amazing Daytona USA will be one of the first MD32 releases. You can find out more in our preview on page 32. It will also be one of the first Saturn releases.

Sega claims to have 30 games currently under development for the device at the moment and expects to have at least 10 available when the peripheral is launched.

It's near-certain that the main emphasis will be placed on Sega's Virtua series of arcade titles including Virtua Racing, Daytona Racing and Virtua Fighting. And It would come as little surprise if there wasn't some sort of super-charged Sonic game amongst them as well.

● MEGA DRIVE 32 SCHEDULED FOR RELEASE THIS YEAR ● THE SATURN WILL FOLLOW EARLY NEXT YEAR WITH AN ESTIMATED RETAIL PRICE OF £400 ● FIRST GAMES WILL INCLUDE DAYTONA, VIRTUA FIGHTERS AND VIRTUA RACING



3DO BOOST FOR PC OWNERS

▲ *This unsavoury character is one of the stars of Road Rash 2 on the 3DO. It's now very likely he'll also be appearing on PC thanks to the planned 3DO card.*

Compatibility between systems may not be upon us but bit by bit it's getting closer.

Apple and IBM are currently in cahoots, and now a firm called Creative Technologies, which produces the Soundblaster range of PC soundcards, has announced that it will be creating a plug-in PC card which will enable 3DO games to be played on PC.

Meanwhile, two more electronics giants, Samsung and Goldstar, have added their names to the list of companies developing machines for the 3DO format. And increased choice can only be good for the consumer.

GAME BOY COLOUR SPLASH

Nintendo will be joining the add-on war when it releases a colour Game Boy convertor this year.

The Super Game Boy is basically a SNES cart with a slot for Game Boy games. When GB carts are inserted, the software can then be allocated colours from a palette of four.

Priced at around £50, Nintendo is hoping that this will be a boost for both SNES and Game Boy owners and is planning to release custom 256 colour Gameboy releases later this year especially for the adaptor, including Tetris 2 and Donkey Kong.

▲ *Kirby's has been one of the Game Success stories this year, taking the charts by storm. SNES owners will soon be able to play it on their machines with the SGB Adaptor.*

FIRST SHOTS

■ Dragon's Lair ■ 3DO ■ Readysoft ■ Out: Summer '94

Look out in the coming months for 3DO's attempt at reproducing Sullivan/ Bluth's 1984 laser disc-based coin-op, Dragon's Lair. You take control of brave battler Dirk The Daring, whose mission it is to save the princess from the evil dragon Singe. Expect the same stunning cartoon graphics as the coin-op.

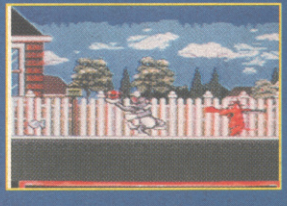
■ Kasumi Ninja ■ Jaguar ■ Atari ■ Out: Summer '94

The Jag's first beat 'em up is well on its way to boost the currently diminuitive range of titles. Kasumi Ninja is a beat-'em-up inspired by Mortal Kombat, utilising similar digitised characters to portray the fighting action. More news as we get it.

■ Chuck Rally ■ Mega-CD ■ Core■ Out: Summer '94

You may have already heard of this, but changes are being made to the gameplay which should make Chuck Rally even better! The graphics are great, as you can see – so let's hope that the playability is as good when it's released in the summer.

■ Tom & Jerry – Frantic ■ Antics ■ Mega Drive ■ Sega ■ Out: Summer '94



The original cat-and-mouse duo are up to all sorts of hit-each-other-with-objects fun and frolics in this action-packed cart due for release later in the year. Tom and Jerry have already made an appearance on Sega formats, and frankly we weren't too impressed. This one, however, is looking far more promising.

PARADISE REGAINED

Take a look at this pic from the stunning Lost Eden from Virgin. It's coming out on PC, CD-ROM and CD32, with a possible PS-X version in the pipeline. It's going to be massive.

- Sensible Soccer is coming to Mega-CD this summer. It'll feature loads of new presentation screens plus over 100 crowd samples.
- Meanwhile Gametek is working away on Pinball Dreams 2.

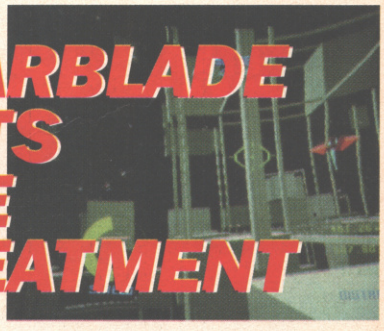
IT'S WAR!

Leading High Street retailers are engaged in an all out slugfest over video games pricing, and it looks like games-players will come out the winners.

Outlets such as HMV, Comet, and Dixons are slashing big name titles by as much as £20.

CATCH THE NET

If you haven't yet managed to see it yet, try and tune in to The Net on BBC2 every Wednesday at 8pm. The programme covers cutting-edge technology, advice on what to buy and what not to plus there's a games slot. It's presented by a 13-year-old called Jules and her dog for some reason. So now you know.

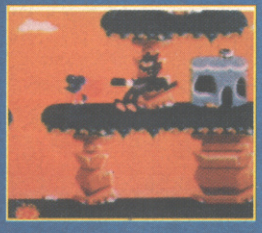


STARBLADE GETS THE TREATMENT

FIRST SHOTS

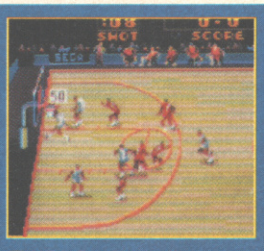
■ Itchy & Scratchy
■ Mega Drive ■ Acclaim
■ Out: Autumn '94

Tom and Jerry may be the originals, but no two cartoon animals fight it out like Itchy and Scratchy, stars of The Simpsons. Itchy the mouse is the psychotic half of the pair, but in the game you'll be able to play cat or mouse, and use a variety of weapons to cause untold damage to the other. Should be a cracker.



■ Mickey's Ultimate Challenge
■ Mega Drive ■ Sega
■ Out: Autumn '94

Mickey Mouse makes a welcome return to the Mega Drive although this time the theme is education. Mickey's Ultimate Challenge is aimed at younger gamers offering a variety of logic puzzles and word games mixed with platform action. It's certainly novel. Watch out for the review this summer.

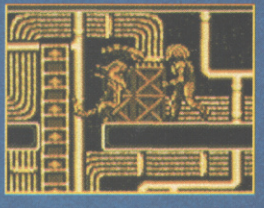


■ NBA Basketball
■ Game Gear ■ Sega
■ Out: Autumn '94

It's hard to imagine why anyone would consider releasing a basketball game considering, it will be up against Acclaim's excellent NBA Jam. But Sega are soon to release a version of the Americans' favourite court game for the Game Gear. Information is sparse at present, but we'll tell you more in the issues to come.

■ Alien Vs Predator
■ Game Boy ■ Activision
■ Out: Autumn '94

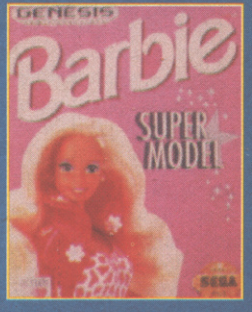
Game Boy owners feeling jealous because the Jaguar's getting a version of the ace Dark



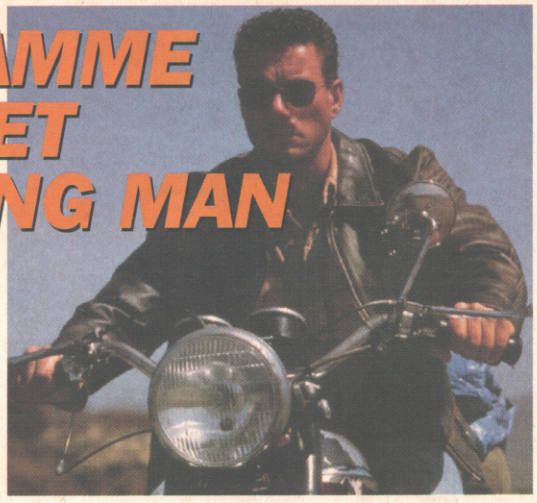
Horse comic Alien Vs Predator don't fret – you're getting a slice of the action too! GB AVP is a platformer based on an alien spaceship where you control the Predator, your job being to waste the Aliens. Big guns and lots of action promised.

■ Barbie – Super Model
■ Game Boy
■ Capcom
■ Out: Summer '94

Bizarre as it may seem, Barbie – Super Model is on the way, offering long blonde hair and no doubt plenty of shopping and other suitably pink and soft activities. We can only wait and see what can be done with a licence like this.



VAN DAMME - STREET FIGHTING MAN



All-round kick boxing loon and full-time tough guy Jean Claude Van Damme will be taking a leading role in a forthcoming Streetfighter II movie from Steven De Souza – director of blockbusters such as Die Hard.

Hard nut, Van Damme, will take the role of Colonel Guile in a film which will feature 12 of the Streetfighter II characters including Ken, Ryu, E Honda, Blanka, Chun Li, Zangief, Sagat, Vega, Balrog, Dhalsim and Bison. It's due here in Spring '95.

MORTAL KOMEBACK

Top development team, Sculptured, will be producing Mortal Kombat II for Acclaim on the SNES, just as it did for the original, which raises expectations a little following the splendiferous job it did on the original. Right?

The good news is that Acclaim has also signed the firm up to work on a number of currently undisclosed titles. Mortal Kombat II is due to be unleashed worldwide in September, bloodless, again.

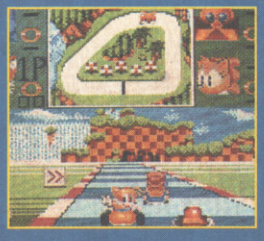
Looks like the technology has fallen into the right hands for once, with Namco set to convert its classic Starblade game on to Mega-CD later in the year. It will be the first time the shoot-'em-up has been available for a home system. Namco obviously feels that it's got it right and a version of Starblade for Sega's CD machine is expected to arrive in the autumn. Continuing to blow the dust off a few raves from the grave, the firm has recently released Metal Marines through Mindscape on the SNES and has three Pac Man games also coming out in the near future.

■ Prehistorik Man ■ Game Boy ■ Titus ■ Out: Summer '94

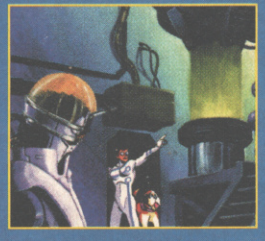
Cast your minds back a couple of years when Prehistorik appeared on Amiga. Created using the game-making package AMOS, Prehistorik achieved moderate success. Titus is now set to release a Game Boy version. It has a lot of potential on a handheld, but we'll have to wait and see what kind of a job Titus do with it.

■ Sonic Drift ■ Game Gear ■ Sega ■ Out: Autumn '94

Not to be outdone by a plumber with a stupid red hat on, Sonic's taken to the go-kart track in a race against his friends and enemies. Sonic Drift stars the spikey blue one along with the likes of Tails and Robotnik in a Mario Kart-style racer which also features a battle mode! And all this on the Game Gear and everything! Blimey.



■ The Cyberplasm Formula ■ PC CD-ROM ■ Sanctuary Woods ■ Out: Summer '94

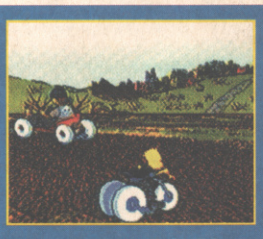


New from the States is The Cyberplasm Formula, an interactive comic book adventure. Take control of time-travelling duo Victor Vector and his dog Yondo and attempt to save the life of your boss, the Curator of the Museum of Fantastic Phenomena. It looks like it could be very big.

■ Litil Divil ■ CD-i ■ Philips ■ Out: Summer '94

Excellent isometric graphics help this otherwise lacklustre title stand out from the crowd on PC. You take control of Mutt, the unlucky demon sent from hell to find pizza.

When it comes to Philips' compact disc-based wonder, expect the same cracking visuals, as well as – hopefully – improved gameplay.



■ Virtual Bart ■ SNES ■ Acclaim ■ Out: Autumn '94

Why should all those other formats get a top kartie game? Well now the SNES, the machine which kicked it all off with Super Mario Kart, has another kart racer starring everyone's favourite underachiever, Bartholemew J Simpson. Put the pedal to the metal and tear up the road with a selection of Simpsons characters.

- SNES
- BEAT-'EM-UP
- £UNCONFIRMED
- OUT AUTUMN '94

MEGA DRIVE MASTER SYSTEM, GAME BOY, GAME GEAR VERSIONS PLANNED

WORK IN PROGRESS

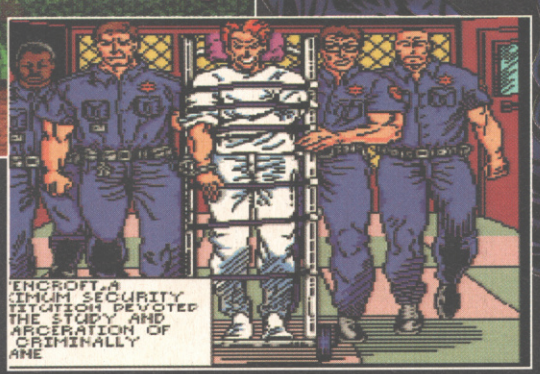
SPIDERMAN VENOM MAXIMUM CARNAGE

YOUR FRIENDLY NEIGHBOURHOOD SPIDERMAN TEAMS UP WITH VENOM IN HIS MOST DANGEROUS MISSION YET...

Prepare yourself for the return of one of the world's most popular comic book characters ever to grace the video game screen, when the webbed wonder makes his latest appearance on Sega and Nintendo formats in possibly his greatest adventure to date! Peter Parker dons his red-and-blue costume and becomes the Amazing Spiderman, as he teams up with one-time enemy Venom to fight an adversary more deadly than either of the two – the despicable Max Carnage!

Rather than the platform formula used in previous Spidey outings, Spiderman/Venom: Max Carnage takes the form of a Streets Of Rage-style beat-'em-up, in which you, taking on the role of either Spiderman or Venom, must punch, kick, swing and web-sling through an as yet-unspecified number of levels, taking on the city's lowlife as well as Carnage's henchmen. This is going to be a big 'un – look out for it later in the year!

▲ Spidey can pick up and hurl huge objects. It's rather handy having the proportionate strength of a spider.



The intro is a run-through of the plot. Max breaks out of a top-security mental hospital by becoming the deadly Carnage. ▶

▲ Here's a shot of one of the screens you'll see when Spiderman completes a stage. Hard feller, isn't he?

A STREETS OF RAGE

● GAME BY **ACCLAIM** ● CONTACT ACCLAIM (071-344 5000) ● 1 PLAYER ● **CART** 16 MEG

▲ Spiderman retains his super powers, such as his Spidey Sense which warns him of oncoming danger. He's also got his webs, allowing him to swing from building to building.

▼ In true comic-book style, when you land a hard punch on an enemy you get a suitable word printed up – in this case, 'Kchak!'

▲ Inside the Statue of Liberty, Venom makes short work of the battling dudes. They really should know better.

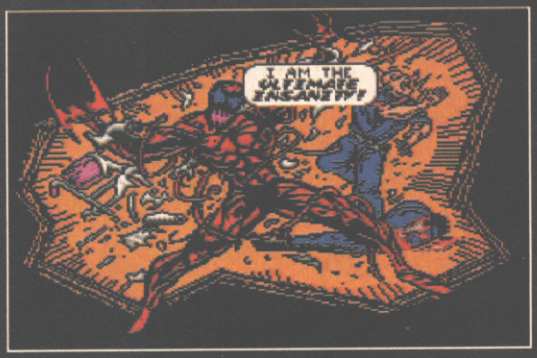
Pow! Another unfortunate dude receives a sound kicking from the large and powerful superhero. ▶

▲ Venom takes care of another dude. There are going to be plenty of different types of baddy in the finished game, but since it's a very early version only the dudes are present in any great number.

III BEATER?

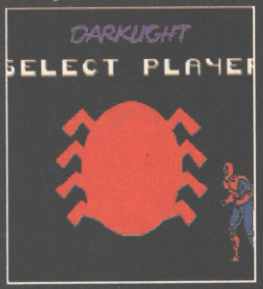
THEY'RE NOT ALONE

Spidey and Venom and, of course, Max Carnage aren't the only superheroes and villains who you'll meet in this hot new Marvel licence. Based on the successful Spiderman: Max Carnage comic books, Acclaim has included all the main characters seen throughout the 14-book series, such as Shriek, Doppelganger, Captain America and Iron Fist, who all turn up at various stages to either help or hinder Spidey and Venom in their mission.



▲ Another still from the rather well-done intro, showing Max after he's turned into Carnage. Wouldn't like to meet him on a dark night, or even a light summer one for that matter.

▲ One of Carnage's honchos in the game, Shriek, forms an allegiance with Spidey and Venom's arch enemy in the intro.



▲ Select whether to control Spiderman or Venom. Although they're actually mortal enemies, the pair have joined forces in order to destroy their common foe, Carnage.

COMING SOON

MEGA DRIVE
MASTER SYSTEM
GAME BOY
GAME GEAR

Spiderman/Venom: Max Carnage will be released across most Sega and Nintendo formats by Christmas; that means Mega Drive, SNES, Master System, Game Boy and Game Gear owners will all get the chance to web-sling their with the best of them. The Mega Drive version will be exactly the same as the SNES game viewed here, while 8-bit versions are expected to offer slightly fewer levels but the same frantic fighting action.

● THE NEW SPIDERMAN MOVIE IS SCHEDULED FOR RELEASE IN THE SUMMER OF 1995, AND IS RUMOURED TO STAR MICHAEL BIEHN (TERMINATOR, ALIENS, ABYSS) AS SPIDEY AND ARNOLD SCHWARZENEGGER AS ARCH VILLAIN DR OCTOPUS

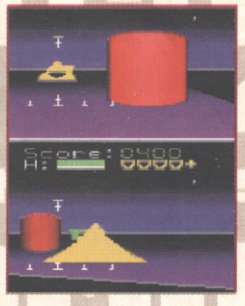
COMING SOON

BRACE YOURSELVES FOR A NEW SECTION WHICH COMES BLAZING A TRAIL FROM OUR DIRECT LINE TO THE FUTURE. HERE WE'LL BE GIVING YOU FIRST PREVIEWS ON FORTHCOMING GAMES, KEEPING YOU UP-TO-DATE ON OTHERS, LETTING YOU KNOW WHAT WE'LL BE REVIEWING IN COMING ISSUES AND MAKING SURE YOU KNOW EXACTLY WHEN THE TOP TITLES ARE ON THEIR WAY OR IF THEY'VE BEEN DELAYED. READ THIS AND OUR FIRST SHOTS SECTION AND YOU'LL FIND ALL THE DETAILS OF EVERY MAJOR COMPUTER AND VIDEO GAME THAT'S EARMARKED FOR RELEASE – ONLY WITH CVG...

JUNE

SPECTRE
SNES
BY GAMETEK

Converted from the excellent multiplayer Macintosh game, Spectre is an updated version of the classic coin-op Battlezone. You and a mate get to drive big tanks around a 3D arena shooting lumps out of each other. If a head-to-head duel seems like too much, there's a quicker, less violent flag-dash, where the object is to grab as many flags as possible before your opponent. If it's anywhere near as good as the Mac version it'll be a real cracker.

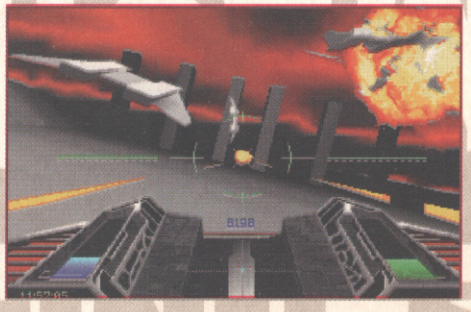


▲ *Spectre uses simple polygon graphics to excellent effect. Like Battlezone, there's plenty of hide-and-seek as you take cover behind objects.*

DELTA V
PC
BY BETHESDA/US GOLD

Cyberpunk takes to the skies in Delta V. Created by the people who brought us Terminator Rampage, Delta V is an ultra-speed futuristic race game rendered in gorgeous-looking shaded polygons. You are a Net Runner – a hacker of the future – who controls a 'trace' through a series of datalines, the reason being to steal valuable information from a series of huge corporations. Obviously, the corps aren't going to let you nick their data without a fight, so beware of obstacles, traps and gun turrets, as well as opposing hackers who are gunning for the same info as you.

Smacking of SNES StarWing, Delta V could well be a right tasty trip into the future – we'll see when we review it in a forthcoming issue.

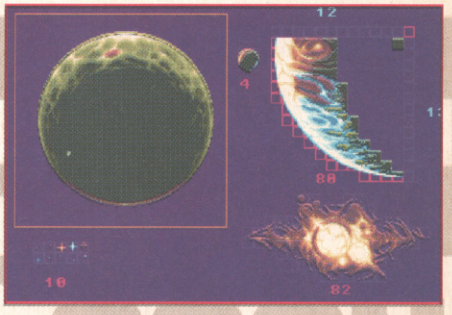


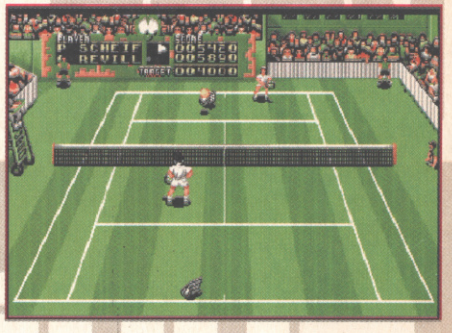
There's more to Delta V than just a conventional race game, with plenty of variety between the levels. ▼

SOULSTAR
MEGA-CD
BY CORE

Don't hold your breath too long waiting for Core's latest Mega-CD blaster to appear – it's suffered from the dreaded disease known as 'slippage'! We should of got our mitts on this game at the end of the month, but it looks like we're going to have to hold our breath for another month before we get our review copy. Still, we like the look of it and reckon that it's well worth waiting for.

▼ *Although it should have been on the shelves by now, you're going to have to wait until June before Soulstar hits the shops.*





TENNIS ALL-STARS
MEGA DRIVE
BY CODEMASTERS

Remember last month we told you about Codemasters' new four-player games with the 4-Way Play adaptor actually built into the cartridge? Well here's the first title to take advantage of this innovative new system. Take part in exhibition games, a full league or tournament, playing either singles or doubles against the Mega Drive or your friends, which is where the extra joypad ports come in.

There's also a Silly Tennis mode, which has you hitting balls fired by a ball-throwing machine at various objects that appear on-screen, including Codemasters' favourite character, Dizzy. Pick up icons to do all sorts of wacky things like control the movement of the ball – look out for the review in the next issue of CVG!

▲ *With a multi-player adaptor built into the cartridge, even if the game turns out to be average it could succeed on value for money*

▼ *Kon SNES has the potential to be the top soccer game on the machine. Still, we're looking forward to the 3DO version...*

FIFA INTERNATIONAL SOCCER
SNES
BY ELECTRONIC ARTS

● SPECTRE BY **GAMETEK** ● DELTA V BY **BETHESDA/US GOLD** ● SOULSTAR BY **CORE** ● TENNIS ALL STARS BY **CODEMASTERS** ● FIFA INTERNATIONAL SOCCER BY **ELECTRONIC ARTS/US GOLD**

◀ Core is undoubtedly the isometric graphics master on the Amiga, with Skeleton Krew promising some of its most stunning images yet.

Last month we brought you exclusive first pics of this corking football game, and it won't be long now until you can get your hands on it. FIFA promises even more in the way of action than the Mega Drive version, plus there's going to be a five-player mode with a Hudson Super Soft Multi-tap. Building on the original, there'll be more moves, better graphics and stunning crowd effects made up from 30 different samples.

■ SKELETON KREW
■ AMIGA 1200/CD32
■ BY CORE

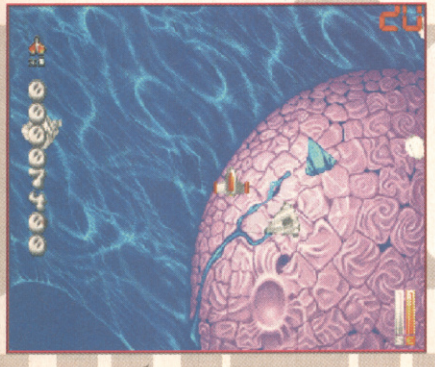
▼ The Mega-CD's first video-based shoot-'em-up since Sewer Shark certainly looks impressive, but will Tomcat Alley have the necessary playability?

Remember Domark's Escape From The Planet Of The Robot Monsters? Well here's a game which uses the same 3D view-point and combines it with stunning graphics and gruesome nasties. As Core is also a licensed Sega producer, we may even see a Mega Drive version in the distant future. Whatever, Skeleton Krew is looking really good (check out last month's in-depth preview). It could well turn out to be one of the biggest Amiga shoot-'em-ups out this year.

■ TOMCAT ALLEY
■ MEGA-CD
■ SEGA

▼ The original version of Stardust was excellent, and the CD32 release is set to be even better.

More FMV mayhem is coming to your Mega-CD as you take to the skies in an attack fighter. Tomcat Alley looks like being the first properly playable video shoot-'em-up, but you'll just have to wait for the review next month to find out.



■ SUPER STARDUST
■ CD32
■ DAZE

Building on the success of Amiga Stardust, Helsinki-based programming team Bloodhouse is set to release a new and improved 256-colour version of their smash-hit Amiga shoot-'em-up. It's a cross between asteroids and the old Star Wars coin-op, and received rave reviews first time around on floppy.

JULY

■ THEME PARK
■ 3DO/PC/PC CD-ROM/A1200
■ BULLFROG

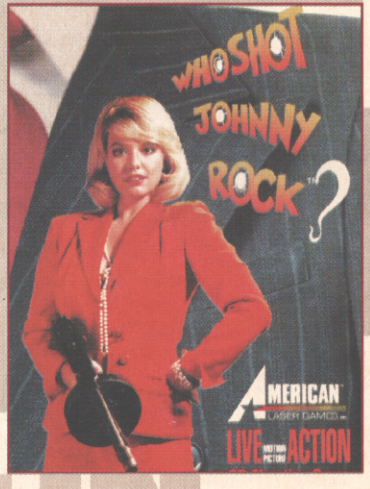
If you caught our big EA preview last month then you'll be familiar with the next release from software supremo Bullfrog. Basically it's a cross between a fairground and Sim City. As boss of a struggling theme park, your job is to make it the top attraction in the world by designing rides and setting up better facilities. Everything you build has an affect on other parts of the park, so if you don't build any toilets, people won't hang around for very long.

The CD versions have the added bonus of letting you try the rides out in a stunning ray-traced sequence. With Bullfrog's impressive track record it looks like this is one developer on to another winner.

▲ All the signs say that Bullfrog is on the right track with Theme Park, keep an eye out for the review soon.

■ WHO SHOT JOHNNY ROCK?
■ 3DO
■ AMERICAN LASER GAMES

The follow-up to the very poor Mad Dog McCree is due to appear on 3DO this summer. Rumour is that ALG has managed to crack the access time trouble, which really plagued McCree, to produce instantaneous action, but we'll just have to wait and see what the result is.



Mad Dog McCree didn't go down very well, let's hope Johnny Rock turns out to be a lot better. ▶

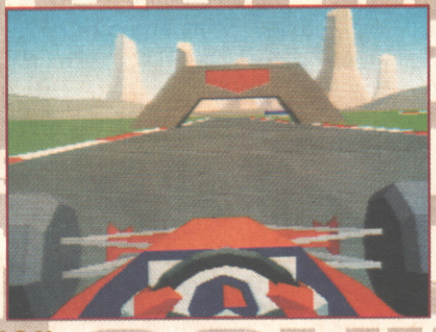
● SKELETON KREW BY **CORE** ● TOMCAT ALLEY BY **SEGA** ● SUPER STARDUST BY **DAZE** ● THEME PARK BY **BULLFROG** ● WHO SHOT JOHNNY ROCK BY **AMERICAN LASER GAMES**

COMING SOON

CHEQUERED FLAG 2
JAGUAR
ATARI/REBELLION

The Jag's first race game is revving up for a summer release, just in time to be compared to Virtua Racing, in fact. This game could well turn out to be the first real chance for the Jaguar to stamp its authority over other machines. It's being programmed by Rebellion, the team behind Alien vs Predator, which is our next quick preview...

▼ *Chequered Flag 2 features smooth, speedy polygon graphics but we'll have to wait and see to find out how it plays.*



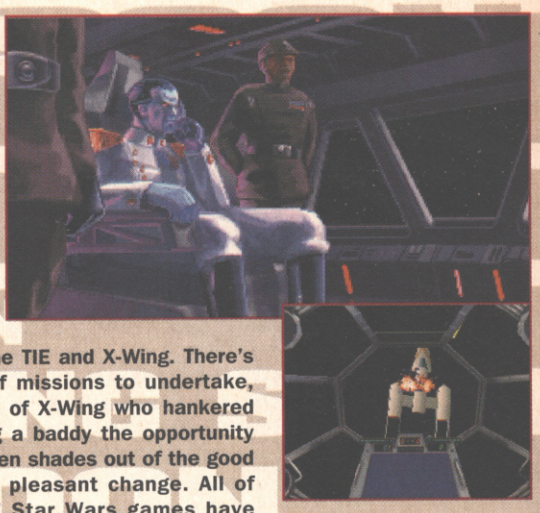
ALIEN VS PREDATOR
JAGUAR
ATARI/REBELLION

This game easily holds more potential than any other forthcoming Jag title, and so far it's shaping up to be a real hot one. With you playing the role of an Alien, Marine or Predator, your mission is to eliminate the competition in this 3D, first-person perspective action game. The graphics are rendered in 64,000 colours with the character graphics actually digitised from detailed models. Fingers crossed it should be out along with the Jaguar itself this summer.

▲ *If you missed our in-depth AVP preview in the March issue don't worry, as you might not have to wait much longer for the review to find out just how impressive this game is.*

TIE-FIGHTER
PC
BY LUCASARTS/US GOLD

Take a quick peek at the sequel to the smash-hit Star Wars simulator, X-Wing. This time around you take control of the evil Empire's short-range TIE fighter craft, as you may have guessed by the title, and as the programmers have basically used the same engine as that employed in X-Wing, you get quite a similar feel, although obviously it's been tinkered with to take into account the differences between the TIE and X-Wing. There's an array of missions to undertake, giving fans of X-Wing who hankered after being a baddy the opportunity to kick seven shades out of the good guys for a pleasant change. All of LucasArts' Star Wars games have been top-notch – TIE Fighter looks set to continue the trend.



▲ *Based around the same engine as X-Wing, Tie Fighter is an odds-on chart-topper when it arrives this summer.*

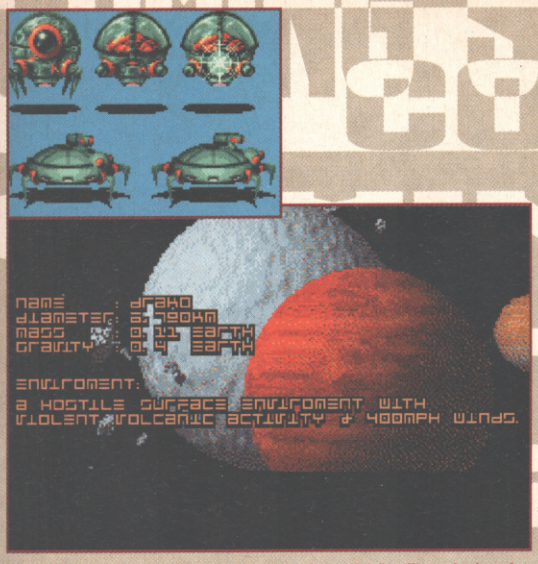
SYNDICATE
MEGA DRIVE
BY ELECTRONIC ARTS

While we wait for Bullfrog's latest creations Theme Park, Creation and Magic Carpet on PC, here's a conversion of the firm's best game of last year to keep all you Mega Drive owners up until the early hours of the morning. Syndicate has you controlling up to four agents through a variety of missions in a cyberpunk environment reminiscent of the classic Blade Runner movie.

Each time that you complete a mission – be it either taking out an enemy agent or rescuing a scientist – you earn extra cash which can be used to upgrade your agents by buying them better limbs, hearts or brains! While out on a mission, you can also recruit people off the street to your agency in case your boys are bumped off.

Syndicate is one of the classics on both Amiga and PC, and there's no reason why the Mega Drive version shouldn't be as good.

▼ *Just ask any PC or Amiga owner to find out how good Syndicate is. If Bullfrog convert it accurately they'll have a hit on their hands.*



▲ *Using the same 3D routines as they did for Thunderhawk, Core's Battlecorps is a futuristic shoot-'em-up with you in command of a hi-tech assault tank.*

■ BATTLECORPS
■ MEGA-CD
■ BY CORE

Not content with holding back one Mega-CD title, Core is happy to let its other big compact disc-based game hit the slope too. We were expecting to see a review copy of Battlecorps for this issue, but due to technical difficulties the game has been put back to the end of June at the earliest, with a more realistic release date being some time in July.■

▲ *With England back on the footballing map, it's a shame for Domark that it has fallen behind with Marko's.*

MARKO'S MAGIC FOOTBALL
■ MEGA DRIVE
■ BY DOMARK

Can't wait to get stuck in to a slice of football related platform action in the form of Domark's not-at-all-inspired-by-Soccer Kid cart? Well we're afraid that you're going to have to, as Marko's Magic Football is the latest in a long line of Mega Drive cartridges to suffer slippage. It was due for release next month, but you'll now have to wait until July for its appearance. Sorry.

▲ *Daze is hoping to penetrate (ahem) the adult PC market with The Late Night TV Show.*

■ LATE NIGHT TV SHOW
■ PC/PC CD-ROM
■ DAZE MARKETING

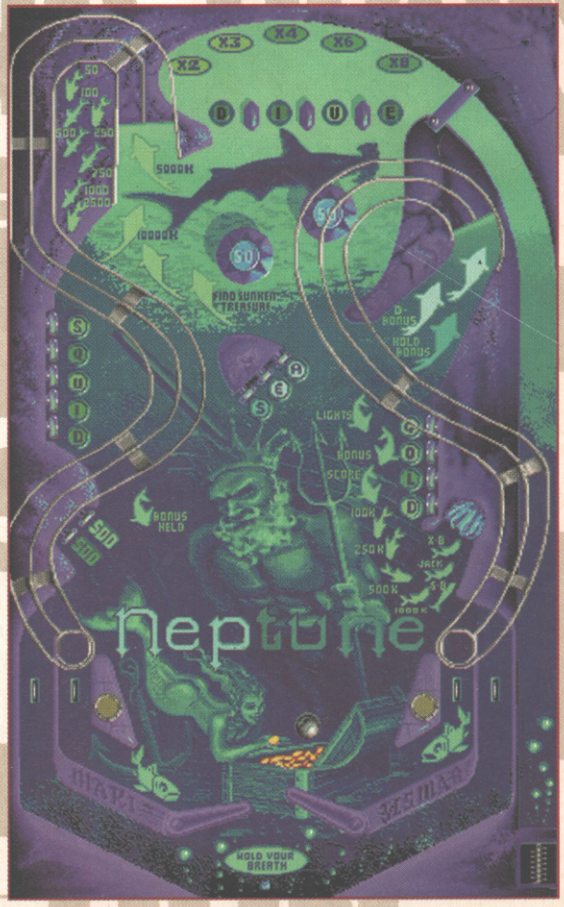
Coming with all the subtlety of a Jim Davidson adult panto is The Late Night TV Show from Daze. It's set in the year 2000, a time when all those magazines that you can't quite reach on the top shelf have been forced out of business by Vera Cyntex, the host of the world's sexiest TV game show. The contestants compete for the title of Mr/Miss Flesh 2000. In the game you'll have to answer trivia questions, pass personality tests as well as test your own aspirations and attitudes regarding sex and your ideal partner. Daze is aiming the game at adults and not sex education classes in Leeds. An Amiga version is also planned, but don't hold your breath for a Mega-CD release.

▼ *The data disk for the original Pinball Dreams will give you another four tables to punish your fingers on.*

■ PINBALL DREAMS 2
■ PC
■ 21ST CENTURY

Pinball Dreams has so far shifted in excess 500,000 copies on all formats, making it the biggest selling computer pinball game ever. On the back of such good news 21st Century Entertainment are preparing to launch Pinball Dreams 2, a data disk for the original which gives you another four tables to punish your fingers on.

Available for the PC at £19.99, Pinball Dreams 2 now features 256 colours and such diverse table-topics as a safari, sci-fi setting, an underwater adventure, and those magnificent men in their flying machines. It looks nifty judging by the early shots we've seen, and we'll have a full review in the very near future.



● BATTLECORPS BY **CORE** ● MARKO'S MAGIC FOOTBALL BY **DOMARK** ● LATE NIGHT TV SHOW BY **DAZE MARKETING** ● PINBALL DREAMS 2 **BY 21ST CENTURY ENTERTAINMENT**

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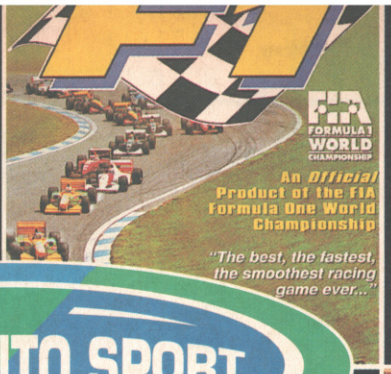

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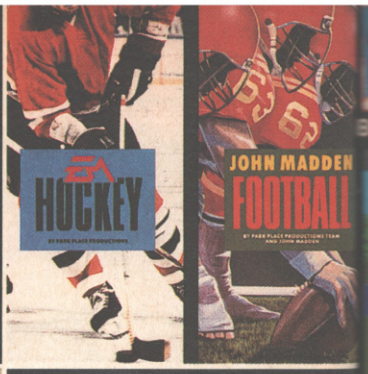

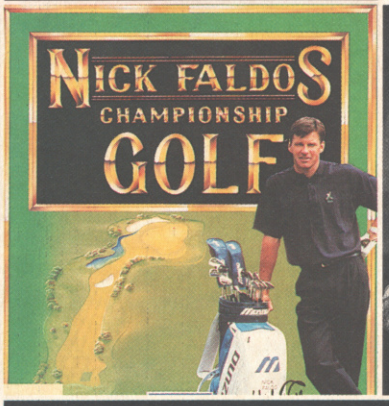

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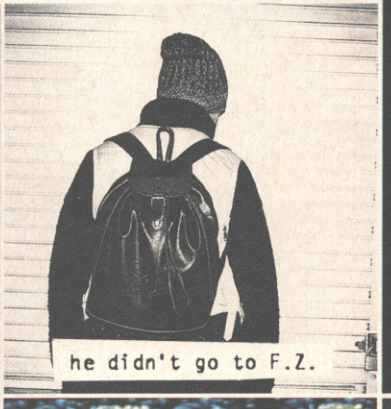

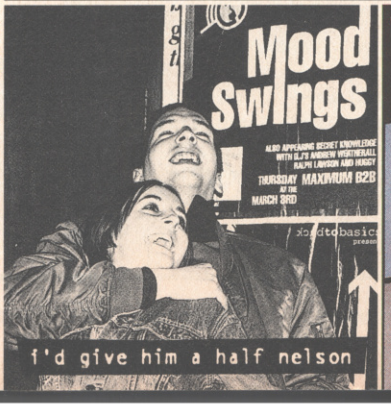

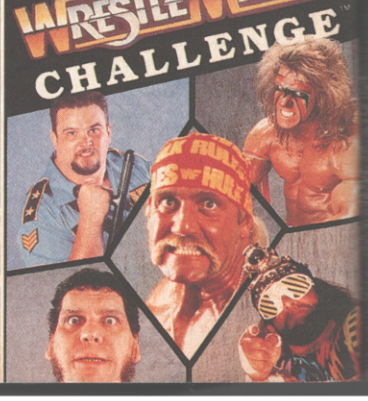

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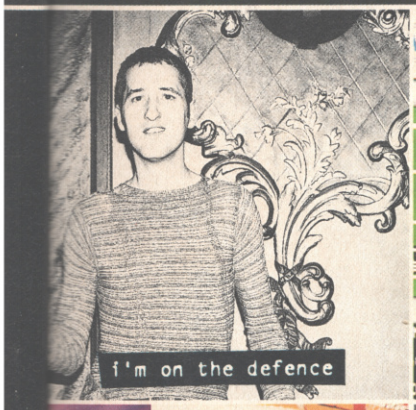

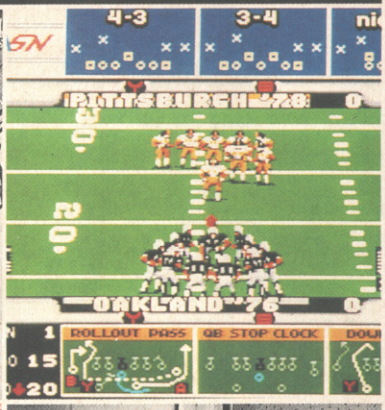

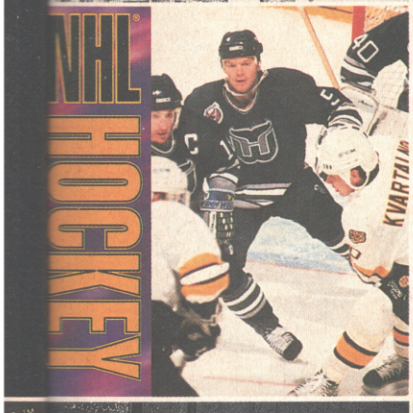

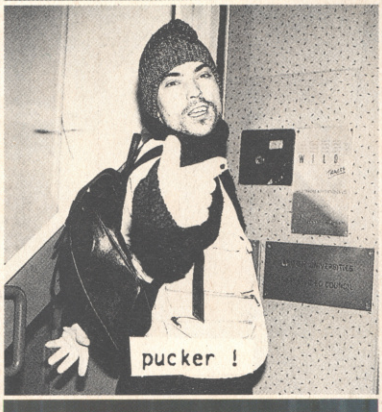

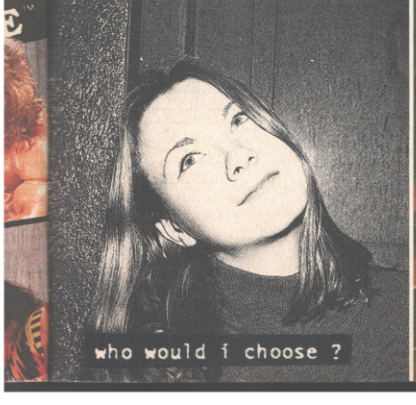

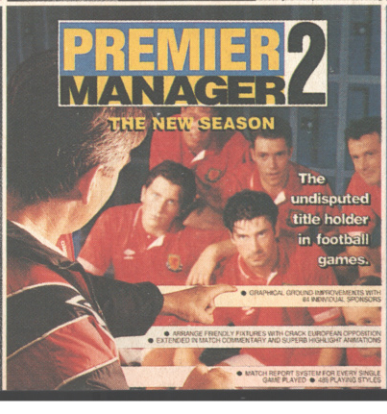

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WISH UPON A

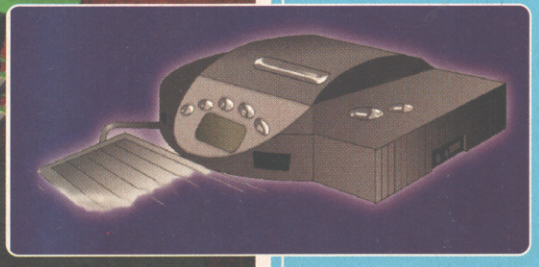
WITH THE NEXT GENERATION OF CONSOLES KNOCKING ON OUR DOORS, WE WANT TO SEE SOFTWARE WHICH ISN'T JUST A CROCK OF OLD PLATFORM GAMES. BUT WHAT DO BRITAIN'S TOP DEVELOPERS THINK?

QUESTIONS, QUESTIONS, EVERYWHERE

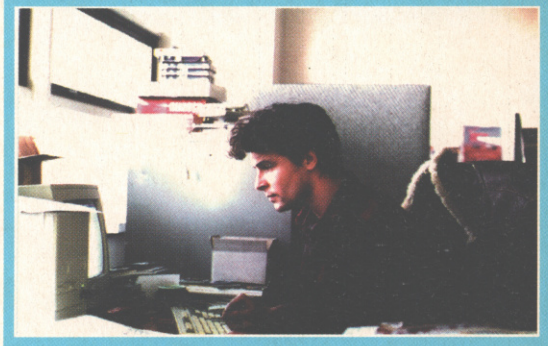
We questioned console developers, PC and Amiga developers and those who work with new technology. We asked each person the following four questions:

1. If you could design your ideal games machine, what would it feature?
2. If you had an unlimited budget to produce a game for this machine, what would you aim for?
3. Which games do you think are the best for graphics, playability and technical features?
4. Finally, bearing in mind that this is a fast-moving industry, what do you believe will be the major developments in the next five years?

▲ *Military VR sims are a common training tool, soon we'll have the power to produce the same setup in our own homes.*



▲ *Are keyboards necessary on tomorrow's console?*



Jason Kingsley

Company: Rebellion

Rebellion is developing for the Jaguar, the world's first 64-bit console.

1. My ideal games machine would be in everybody's home. It would have a 32-bit screen display in high resolution for High Definition Television in letterbox format. It needs to have a very fast main processor and huge amounts of fast-access memory. An octuple-speed CD would be ideal.

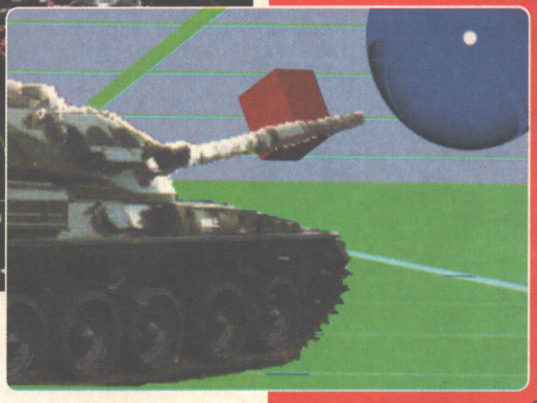
2. Fully real-time rendered images in 32-bit colour (so that we can simulate sunlight effects etc). Creatures that speak to you with intelligence and wit. Bad guys that aren't too tough to deal with and the ability to just explore a game world without having to shoot everything along the way.

3. Top game for playability is Civilization. The graphics are awful, but I've probably played this more than any other game. As for graphics, it's Alien vs Predator. Need I say more?

4. CD is one way to go, but only if used correctly. There may well be faster cheap forms of mass storage in the future, who knows? Let's hope development budgets keep on going up, games prices decrease significantly and more people take up gaming. Most of all, let's hope we retain our independence and vision.

▲ *With people thinking games warp kids' minds, what will Jo and Josephine Public think of home VR?*

Will we see more sims and shoot-'em-ups, or original concepts developed for the new machines? ▶



Jo Boner

Company: Probe

Probe has been responsible for some of the biggest name game licences, with Alien 3 and Mortal Kombat amongst its most recent successes.

1. My ideal games machines would have one extra and valuable feature and that would be an automatic timer which saved the game and then flashed up a sign that said "Go out, get some fresh air, play a bit of footy with your mates, say 'hi' to your Mum and live a little." After a while you could press a button and carry on where you left off.

2. It would have to be a multi-user game where you could travel anywhere in the world and visit other people and be shown around where they live.

3. For playability it's Zelda on the Game Boy at the moment. This game just aches to be completed. Oh, and Rik Mayall plays it, doesn't he? Graphics is a tough one. We're doing some games at the moment with some right tasty graphics. Heavens, a corporate answer; we can't have any more of those. Technically, how many other people have said Doom then? Sorry, but it's just so good it's frightening.

4. Cripes, I should imagine that in five years time we'll all be flying cars to work (which means that stupid people won't be able to drive, of course). Oh, and all our clothes will look like the ones out of Space 1999. As far as video games are concerned, it's again difficult to say, but I should think we'll be doing Real Reality platform games.

Martyn Brown

Company: Team-17

Team-17 is one of the country's leading independent Amiga developers, with a string of successful titles, such as Body Blows, Alien Breed and Project-X under its belts.

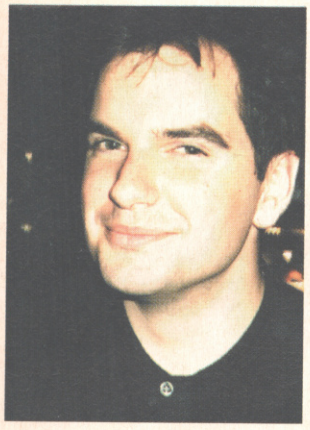
1. Firstly it wouldn't have those bloody pad things. My games machine would have decent, coin-op quality mechanism joysticks with about three buttons (I can't handle any more, I'm getting old). It'd also have a keyboard, be CD-based with a high data-fetch rate and have lots of custom chips to do the things none of our coders can be bothered doing.

2. If I had a free reign on games design, which I'm already privileged enough to have (smug git that I am), I'd do a *really* (and I mean REALLY) violent future sports game based on a cult film, erm, something like Rollerball. It would feature lots and lots of moves, lots of blood 'n' gore and be really playable.

3. Notable titles are Doom and Dungeon Master (back in 1986). As for graphics and technical features, it doesn't really matter as long as the playability's there.

4. Where's it all going? I wish I knew. I just hope no one forgets gameplay when all this newfangled technology takes over. I'd like to see cartridges removed, which gives EVERYONE the excuse to BRING DOWN PRICES so that they are more in line with similar markets and use CD.

▲ *How interactive's your computer? Developers want to see a move to more interaction between the player and the game.*



Jim Loftus, Producer

Company: SCI

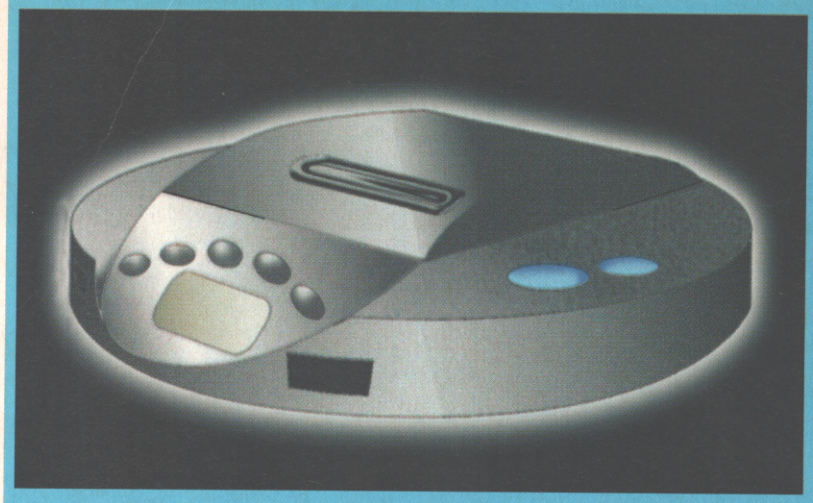
SCI is the company that's behind the recent launch of Lawnmower Man on CD-ROM and SNES.

1. I'm currently trying to decide which of the many CD machines is going to be the big one. My ideal machine would have to be something which combines traditional hardware with new concepts, such as the way the PC has worked with the advent of CD-ROM.

2. If I had completely free reign to produce a game, the majority of it would be 3D. The best part would be that we could develop it to perfection, although we'd probably end up working it forever.

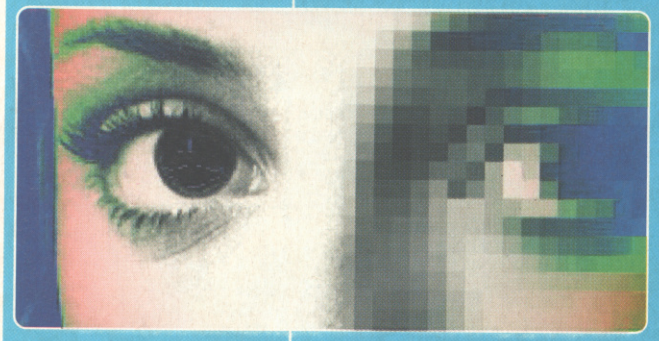
3. When it comes to playability, the game that's knocked us all for six is Doom. This is the first game I've seen in a long time which has everything that a gamesplayer could ask for. You get a sense of fear and tension with every corner you turn.

4. And the future? Recording artists like Peter Gabriel are bringing out interactive products which combine video footage, music and documentary styles. Likewise, the movie industry has awakened to the possibilities. There were two extra days of filming added to the shooting schedule of Demolition Man to provide footage for the interactive product.



▲ According to the interviewees, the next generation console should be 32-bit colour, have a 100Mips processor, but funnily enough, nobody plumped for Full Motion Video.

Is FMV necessary then? Do we want to play games or watch them? Until recently nobody's used FMV to good effect. ▼



According to the producer-bods, the next generation of games will be specs-on fully interactive virtual reality.▼

Matt Webster, Associate Producer FIFA Soccer

Company: EA

Electronic Arts is responsible for several of the biggest selling Mega Drive titles and it is now turning its attention to 3DO.

1. My ideal games machine would be a 100Mips-plus machine with at least 16Meg of internal memory. 24-bit graphics display and a really fast polygon/texture engine, at least as good as SGI's Onyx reality engine, Stereo Surround sound at 44Khz. A virtual headset and input add-ons and a full feedback chair. This should be achievable within two years!

2. I'd like to do a 3D first-person perspective simulation of major events sports and the like. True look and feel games with artificial intelligence that can 'rival' a human player.

3. My current most playable game is Bullfrog's Theme Park. It's so easy to get drawn into, has depth and is fun! For graphics it has to be Doom. Technically FIFA Soccer Sega/3DO was impressive – with artificial intelligence that's invisible to the user and genuinely 'intelligent'.

4. The future is either in CD or in central areas allowing downloading into the home. More, more, more and faster, faster, faster is what we want. I also want to see true multiplayer games and interactivity through headsets become common place.

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THE RYAN GIGGS ARGOS CHALLENGE

You may feel that there are more football games currently being released ,than bookings collected by Eric Cantana,and you'd be right. Nevertheless with Manchester United odds on favourite to take the unique treble of domestic honours, Acclaim Entertainment are entering the fray with "Champions World Class Soccer" by Ryan Giggs, programmed by 'Park Place' who have been responsible for the hugely successful Madden series of American Football games.

At first glance it may appear to be slightly complex ,as precise plays and special kicks require above average gaming skill but persistence will pay off, so don't give up because once you've picked up the moves, the real football starts!

You have the choice of being one of 32 International teams including Germany , Brazil ,Argentina, Italy and of course England, Scotland and Wales.

Off-sides, fouls, bookings, sending offs and choice of team formation are some of the special functions at your disposal.

The auto goal keeper function even allows you to do a Bruce Grobellar and make a marauding run down the pitchmuch to the dismay of your team mates. There is also a range of all action special moves including flying headers, volleys and spectacular bicycle kicks activated from all around the pitch, not just your opponents penalty area.

On the SNES there are the added features of an Instant Replay Mode and a move-of-the-match sequence which at the end of each half replays the "Match Highlight" , which in the case of Austria vs Japan is likely to be the coin toss.

Champions World Class Soccer by Ryan Giggs is released on the SNES and Megadrive on May 13th by the company that brought you Mortal Kombat and NBA Jam.

So if you want to train with the hottest property in football, and beat him at his own game in a games challenge - tell us which team Ryan Giggs plays for and put your answer in the entry box below.

MEGA DRIVE

Acclaim

SUPER NINTENDO

- Imagine walking into any one of Argos's 36 Superstores with a catalogue so stuffed with goodies it'll blow you away !
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- Or marvelled at your mates seriously powerful PC?
- Alternatively perhaps you have simply dreamed about having a games collection to end all games collections?
- This month in the Argos Ryan Giggs challenge your dreams may come true .

Well stop daydreaming and wake up to the reality of winning the £1500 cash dash. All you have to do is hot foot it down to your local Argos store, marvel at the massive range of hardware on offer, flick through the sumptuos catalogue and pick out the Argos catalogue number for a Megadrive 2. Put the catalogue number in the box below along with the answer to question 1 and send it off to us at the address shown ASAP.

Argos have over 160 software titles, including latest releases like Sonic 3, NBA Jam and Ryan Giggs "Champions World Class Soccer" (Out On 11th Of May).

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- Put the answer to the two questions on the voucher on the right
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Employees,friends,family, dogs, window cleaners and other relations of Emap, Argos or Acclaim are not allowed to enter

ENTRY FORM

QUESTION 1: WHAT TEAM DOES RYAN GIGGS PLAY FOR?

ANSWER 1 .....

QUESTION 2 :IN THE ARGOS CATALOGUE WHAT IS THE CAT NO. OF A SEGA MEGA DRIVE?

ANSWER 2 .....

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WORK IN PROGRESS

RISE OF THE ROBOTS

AFTER TWO YEARS IN DEVELOPMENT, THE MOST TALKED ABOUT COMBAT GAME SINCE STREET FIGHTER II IS ALMOST COMPLETE. CVG GOES BEHIND THE SCENES AT INSTINCT TO TELL YOU HOW ALL 11 VERSIONS ARE MORPHING IN TO SHAPE

The unthinkable has happened. People are becoming bored with Streetfighter II. It's hardly surprising though – bar a few new characters and moves the gameplay hasn't evolved in the three years its been out. As for the clones, well the less said about most of them, the better.

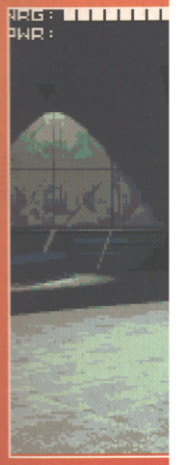
But now there's a serious alternative. Rise Of The Robots is the first beat-'em-up in a long time that actually promises something different. In fact it's ground-breaking in many ways. It's the first beat-'em-up to use full ray-traced graphics throughout; it's coming on more machines than any other 16-bit title and it's the first game to employ the services of an interior designer.

Rise may not be offering a wealth of new action, but then again there's not much you can do when style dictates that two people go toe-to-toe and slap each other into submission. There is, however, room for different styles of graphics, original characters and moves and intelligent opponents. These are the areas Rise's programmers, Instinct Design, have concentrated on, and the reason why this game has generated so much interest with the public and press alike.

One problem Instinct found with the PC CD-ROM version is that the drives couldn't load data and play music together, so it opted for a mixture of CD music and digital tracks. Surprisingly, the Mega-CD doesn't have this problem, as it uses the CD-XA format, which allows sound and data to be read simultaneously. ▼

WHEN DEATH SHINES

▲ *This is going to be the lot. The bare min version will be a 33M a 40Mb hard disk. If there'll be a 32-colo 20Mhz 386 with 2M*



The futuristic plot ha controlling a half-hu half-robot cyborg on sion to destroy six ir robots which have ta over a manufacturin It doesn't sound like ping stuff, but who c when you get to con blows with some of most down-right vici robots ever devised!

HID

● GAME DESIGN BY **INSTINCT** ● GAME PROGRAMMED BY **INSTINCT** ● AVAILABLE ON 11 FORMATS

● FIRST VERSIONS A REQUIRE AT LEAST 4M

PC CD-ROM

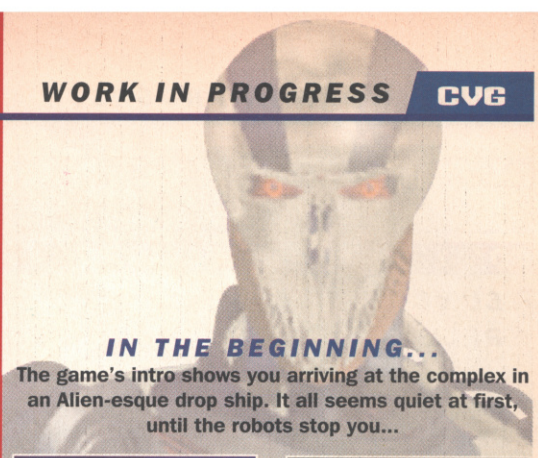
▲ This is going to be the most power-intensive version of the lot. The bare minimum you'll need to run the 256 colour version will be a 33Mhz 486 with SVGA card, 4Mb RAM and a 40Mb hard disk. If your machine doesn't quite match up, there'll be a 32-colour version which requires at least a 20Mhz 386 with 2Mb RAM and a 20Mb hard disk.

Obviously this is going to be one of the most cut-down versions. It will, however, use the same palette as the Mega-CD game and Instinct claims there won't be any significant speed differences compared to the other versions. ▼

MEGA DRIVE

The futuristic plot has you ▶ controlling a half-human, half-robot cyborg on a mission to destroy six industrial robots which have taken over a manufacturing plant. It doesn't sound like gripping stuff, but who cares when you get to come to blows with some of the most down-right vicious robots ever devised?

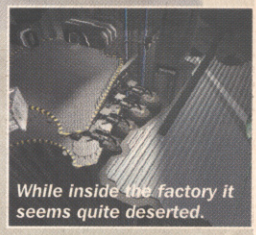
HIDE...



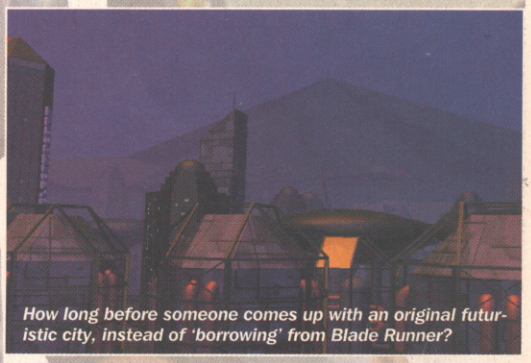
IN THE BEGINNING...

The game's intro shows you arriving at the complex in an Alien-esque drop ship. It all seems quiet at first, until the robots stop you...

The intro starts with your ship zooming over the city.

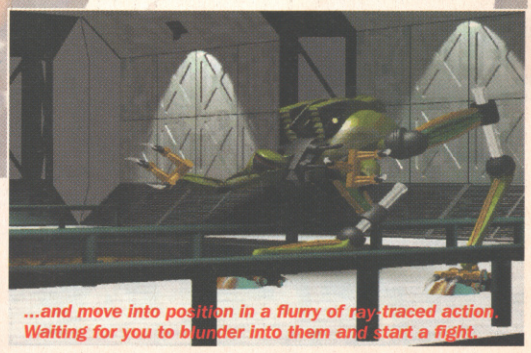


While inside the factory it seems quite deserted.



How long before someone comes up with an original futuristic city, instead of 'borrowing' from Blade Runner?

The robots are alerted to your presence as soon as you land. They soon rise to the occasion.



...and move into position in a flurry of ray-traced action. Waiting for you to blunder into them and start a fight.

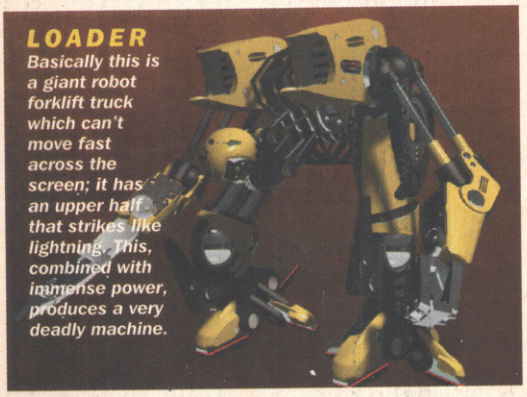
A STUNNING IDEA FOR LOADS OF MACHINES

HEROES AND VILLAINS

Your cyborg assassin is one of the best all-round characters in Rise, but the six enemy robots he's up against all have their own, unique strengths and moves. Invisibility moves and laser blasts have just been added, which are activated by Streetfighter-style joystick moves. Here's how they all line up.

CYBORG

This is you, a sort of long lost brother of Robocop – only harder. Your cyborg combines speed, strength and agility to give it as much of an advantage as possible.



LOADER

Basically this is a giant robot forklift truck which can't move fast across the screen; it has an upper half that strikes like lightning. This, combined with immense power, produces a very deadly machine.

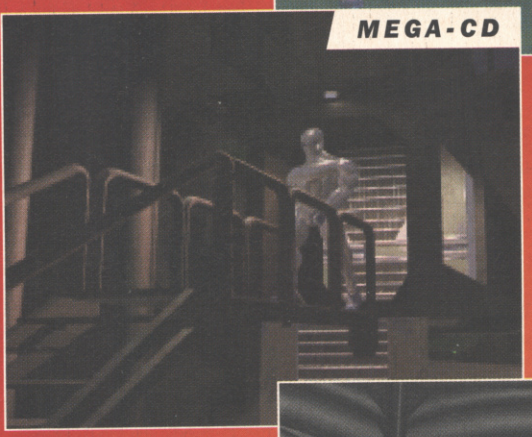
THE SENTRY

This looks more like a transformer than a combat robot, but this ain't no plastic toy. The Sentry is agile and powerful, its sharp mind means that it'll try to suss out your tactics then attack you based on your very own combat style.

3DO & CD-i

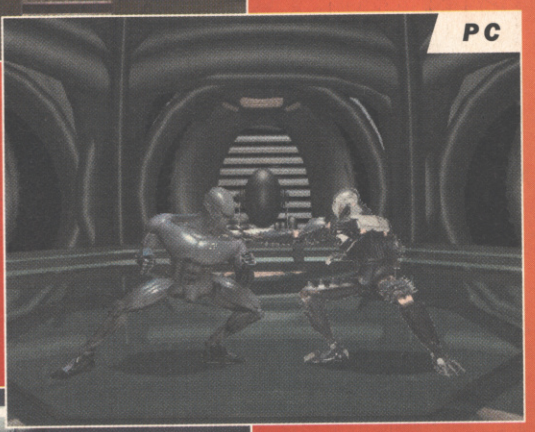
For the 3DO Instinct is adding more cinematic sequences and improved graphics, much of which had to be cut out for the other versions. Both are due later in the year. ▶

MEGA-CD

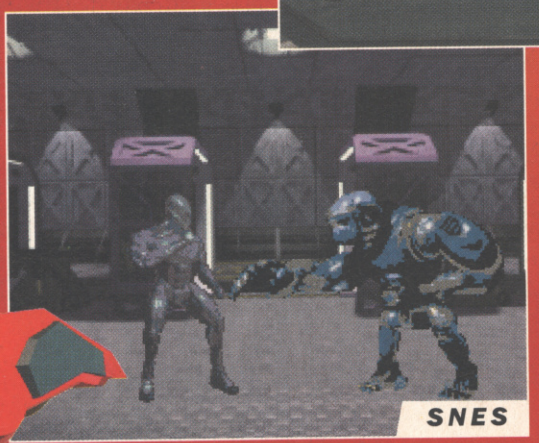


◀ *Despite getting one over the PC CD-ROM version when it comes to sound, the Mega-CD game has to have the number of colours reduced to 16 each for the robots and 56 for the backgrounds. Even then, the cut-down graphic data still soaks up a gob-smacking 300Mb of disc space.*

PC



Floppy users will get less cinematic scenes (also known as cut-scenes). However all the basic gameplay elements – intro, rooms, characters and graphics – are still included. There's still no word on how many disks it take up, but expect it'll to be quite a number. ▶



SNES

◀ *For the Super Nintendo Impact is planning on cramming in most of the features from the Amiga 500 version on the cart, so SNES owners should have a game capable of holding its own. Again, it's 16 colours for the robots, but with 128 on the background.*

THE TASTIEST-LOOKING FI

● THE ROBOTS IN RISE DON'T JUST ATTACK BLINDLY. COMPLEX ARTIFICIAL INTELLIGENCE ROUTINES DETERMINE THEIR ATTACKS BASED AROUND THE MOVES YOU FAVOUR.

RISE OF THE ROBOTS

BUILDER

Renaming itself Prime-8 and adopting a gibbon-esque appearance, the builder droid is almost as strong as the loader. It's also slightly faster, although its brain is an old fashioned 32-bit processor which limits its artificial intelligence.

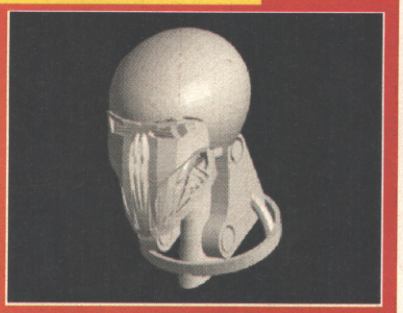
◀ *Interior designer, Kwan Lee, was brought in to come up with ideas about how the complex should look. In fact he got a bit carried away and designed all the rooms plus the city in the intro.*

CRUSHER

This droid is designed to destroy malfunctioning robots, and as such is capable of identifying its opponent's strengths and weaknesses and exploiting them to the full. It moves faster than the previous two robots and is equipped with a pair of vice-like claws.

IT'S A TRACE ABOUT RAY

Step 1: The first step in creating a high-resolution ray-traced image is to draw it in wire-frame form. This is pretty tricky as it's not always clear if the finished result is going to be exactly what you want.



Step 2: Next the software calculates where the light source is and what the primary colour of the object will be. It then works out what shades will be required.

Step 3: The next stage is to add the final colours. The same degree of shading is used plus the new colours, which are overlaid on top.

Step 4: When the last colours and details have been added, the object is properly rendered to smooth it out and make it look more life-like. Then the last stage is to join it up with the rest of the components to create a rather vicious robot.

EXTERMINATOR

This may not be the most powerful robot in the game, but it certainly looks like it should be. With vicious features and nasty spikes, its incredible speed is matched only by its vast knowledge of karate moves.

G FIGHTING GAME EVER...

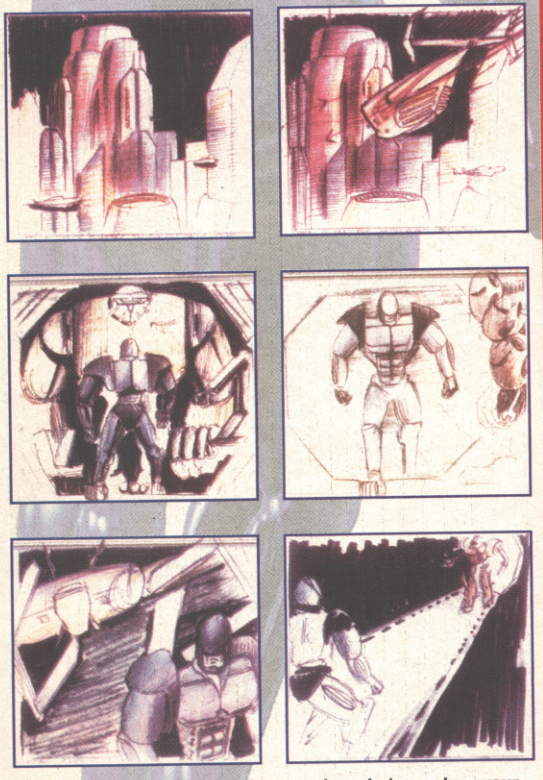
● THE RAY-TRACED OBJECTS IN THE ROBOTS ARE LINKED IN SEQUENCE TO MAKE THEM MOVE MORE REALISTICALLY.

RISE OF THE ROBOTS

A STUNNING IDEA FOR LOADS OF MACHINES

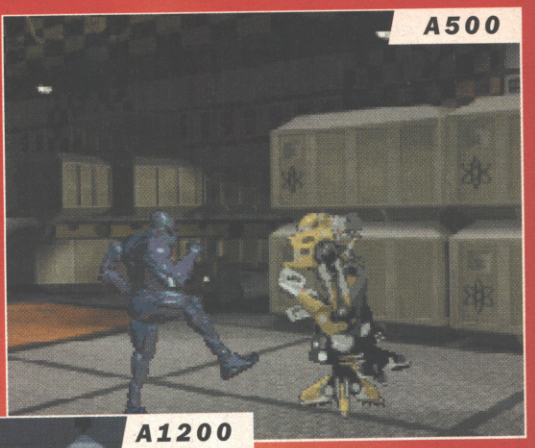
SILVER SURFING

The sketch on the left is a rough of the Supervisor Droid. It's very much in the vein of the T1000, only this one's supposed to be a woman. Whatever, it's extremely deadly and you must overcome the final robot on your quest.



The roughs for the intro in the story board above show your cyborg entering the complex at the start of the game. It's all rather Blade Runner-ish at the start, but once the robots get involved it's a wholly original story.

A500



Like the Mega Drive and SNES versions, A500 Rise has to have cut-down graphics to keep the game running at a decent speed. Even then, it still utilises 16 colours for each robot.

A1200

This is going to be the floppy equivalent of the CD32 version, although with fewer cinematic scenes. However, the basic gameplay and graphics are going to be identical throughout.

CD32

Like the Mega-CD version, the CD32 game has been converted from the PC original. However, this one's going to have 32 colour robots and 128 colour backdrops, which should look pretty swanky.

COIN-OP

That's right, Rise Of The Robots is destined to become a coin-op! It's being produced by Bell Fruit, the company responsible for the Zool coin-op. As yet there are no technical details, but you can be sure we'll bring you all the info as and when we get it.

The Sentry is one of the most impressive-looking robots in the game, and one of the most complicated designs. For speed and agility it's easily a match for your cyborg.

● **INSTINCT,** THE TEAM BEHIND RISE, WAS SET UP IN 1992. AT ITS HELM IS EX-**BITMAP BROTHER** SEAN GRIFFITHS, WHO'S ALSO THE GAME'S DESIGNER.

ClayFighter™

16 MEG CART • 16 MEG CART • 16 MEG CART • 16 MEG

16 MEG

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- Huge 16 Meg cartridge with unreal graphics & fully digitised speech.
- Loads of mind - boggling hidden moves & combinations.

STARRING TAFFY AND TINY

- The BIGGEST characters ever seen in any SNES game.
- Versus mode to match your wits against your friends.

LET'S KICK SOME CLAY

STICKS AND STONES
MIGHT MAKE HIM GROAN,
BUT CLAY WILL REALLY TICK HIM OFF!

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Interplay™

■ CD-i
■ PUZZLE ADVENTURE
■ £49.95 ■ TO BE CONFIRMED
■ PC CD-ROM VERSION AVAILABLE
■ NO OTHER VERSIONS PLANNED

the 7th GUEST

WORK IN PROGRESS

IT BOOSTED SALES OF THE PC CD-ROM. WILL IT DO WONDERS FOR CD-i?

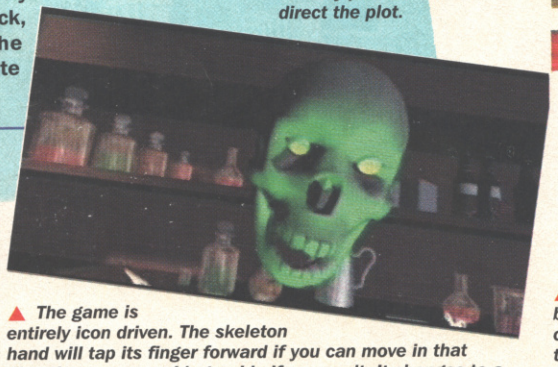
The conversion to CD-i of Virgin's chart topping PC CD-ROM game has sure taken its time. What's been going on, you see, is that the entire game has had to be upgraded to MPEG standard for use with the Digital Video Board. In some instances, this has required extra rendered graphics to be added.

The game is set in a toy maker's haunted house, where you have to solve a succession of puzzles. Each separate locked room contains one of these puzzles, which are linked in a fashion so that soiving one poser unlocks the door to the next.

The game interface is the same as on the PC, but, at the moment, the mouse-driven cursor is annoyingly fiddly to accurately control using the game stick, especially on some of the puzzles which require delicate cursor placement.

▲ At strategic points in the game, players encounter Full Motion Video images of ghostly guests in the house. Listen in to their discussions because they occasionally provide clues and direct the plot.

◀ In the library there's a clue book on the table. If you're stuck in a puzzle go to this and it will tell you what to do.



▲ The game is entirely icon driven. The skeleton hand will tap its finger forward if you can move in that direction, or wave side-to-side if you can't. It changes to a pulsating skull if there's a puzzle to be solved and a mask if an FMV clip needs viewing.

▲ The intro is superb. This book slowly unfolds with FMV clips in the pages explaining the challenge, and then the six ghostly occupants introduce themselves. But who's the seventh?

▲ Another complex test. Place eight Queens on the board so that they can't capture another piece.

▲ Going up and down the stairs is a stunning experience. You'll be using the stairs a lot, so look out for short cuts.

▲ This is the first puzzle you find. The object is to match two skulls, two tombstones and a blank piece. Not as easy at it sounds.

COMING SOON

PC CD-ROM, 3 DO, MAC CD

The sequel to 7th Guest is nearing competition from Virgin. Titled 11th Hour, this offering features the original game aged seventy years with all rooms redrawn accordingly. Apart from more puzzles, the scrolling will be smoother and much faster.

■ EXPECTED RELEASE: AUGUST

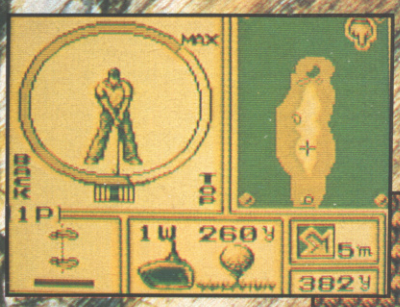
KONAMI

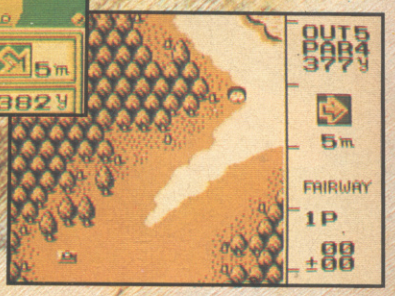
GOLF

FORE! The ultimate professional golf challenge is here! With two courses, 36 holes, and a whole host of features Konami Golf will leave you feeling trapped, soaked and very roughed up. You'll need a keen eye and a steady hand if you're going to take on the pros at their own game.

"...with great control, plenty of challenge this is an essential purchase that ranks up there with Tetris as a game that you'll come back to again and again."

CVG, March 1994.





BATMAN
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TINY TOON Adventures 2

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Radical Rescue

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DAYTONA USA

- ARCADE/ MEGA DRIVE 32/ SATURN
- RACING GAME
- £UNCONFIRMED
- COIN-OP OUT MAY

IT COULD BE THE BEST EVER RACE GAME, IT'S POTENTIALLY THE BEST EVER COIN-OP, AND IT'LL BE AMONG THE FIRST GAMES TO APPEAR ON THE SEGA SATURN AND THE 32-BIT MEGA DRIVE UPGRADE

This looks fabulous. Virtua Racing was released a year-and-a-half ago and amazed everyone – but Daytona makes it seem postively dated. Like Virtua Fighter, Virtua Racing featured Sega's Model 1 graphics board, capable of shifting 180,000 polygons a second. The Model 2 board in Daytona USA coin-op is capable of shifting around TWICE that amount, and now they're texture mapped to boot. The result: awesomely realistic action and a stunner of an intro sequence.

Like its forerunners, Daytona USA will be multi-player with up to eight people able to compete at once, and it will also feature the multi-viewpoint option made popular in Virtua Racing.

And you can be sure that Daytona will cause a stir when it eventually appears on the Sega Saturn and before that on the 32-bit Mega Drive add on which, as we report in this month's news section (page 8), will be available in the autumn for £150. Get ready to climb in CVG's passenger seat – we'll soon be taking a ride into a whole new world of gaming.

Gameplayers expect more and more these days, and if you're looking for realism then you won't be disappointed with Daytona USA. Every last detail of the real life Daytona track has been incorporated. ▶

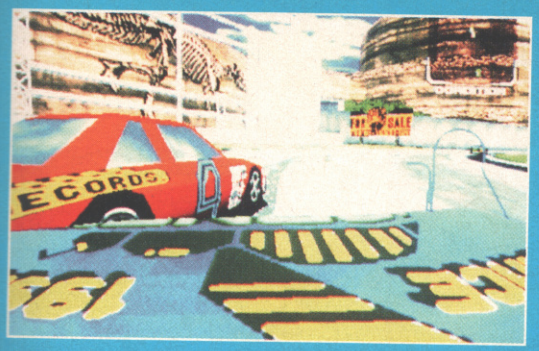
WORK IN PROGRESS

▲ *Like Virtua Racing, the Daytona coin-op machine can to be linked up to seven other machines for much increased multi-player fun.*

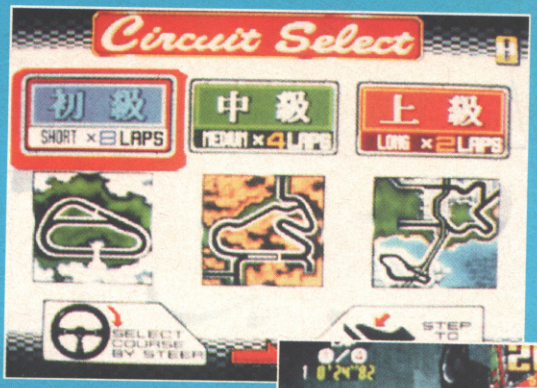
◀ *Judging by the early versions that we've seen Daytona will incorporate many and varied angles to depict the high speed racing action.*

SENDS ALL OTHER RACE GAMES TO

● ALL SCREEN SHOTS ARE FROM THE **ARCADE VERSION**



▲ The 50-inch projection screen used to display the action on Daytona coin-op should certainly give a buzz to lovers of fabulous graphics.



▲ Sega has pulled out all the stops to make the handling of the car feel as realistic as possible!

As well as Daytona there are two other tracks designed to test intermediate drivers and experts ▼

ALL ACTION CRASHES

Sega's CG Model 2 board continues where the Model 1 board used in Virtua Racing and Virtua Fighter left off. Apart from texture mapped polygons the 32-bit custom board allows for super-realistic effects, such as collisions, and also enables crashes to be depicted with car parts scattering and bodywork damage faithfully depicted.

▲ Graphically this game dumps on the earlier Model 1 cion-ops like Virtua Racing and Virtua Fighter and their ability to handle about 180,000 polygons a second. Daytona USA can handle around 300,000 polygons and they're texture mapped too.

▲ As with Virtua there will be three courses on offer. Beginners will race around the famous Daytona circuit itself.

Although the cars are a little boxy and Volvo-ish compared to those in Ridge Racer, the overall graphics have smoother movement and more overall detail. ▼

▲ There's expected to be up to 40 opposition cars to race against; much better thatn Namco's Ridge Racer, which has a severe lack of opponents.

Along with Virtua Fighting and Saturn Soccer, Daytona USA will be among the first big games for the Sega Saturn. Before that, however, it'll be making its way on to the Mega Drive 32. You can find a full report on Sega's new bit of kit in this month's News, page 8.

S TO THE SCRAP HEAP

■ MEGA DRIVE
■ BEAT-'EM-UP
■ £59.99 ■ OUT JUNE
■ GAME GEAR VERSION PROBABLE

WORK IN PROGRESS

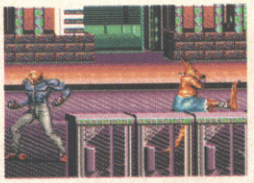
STREETS OF RAGE 3

ONE OF THE BEST MEGA DRIVE BEAT-'EM-UPS RETURNS FOR A WELCOME THIRD APPEARANCE...

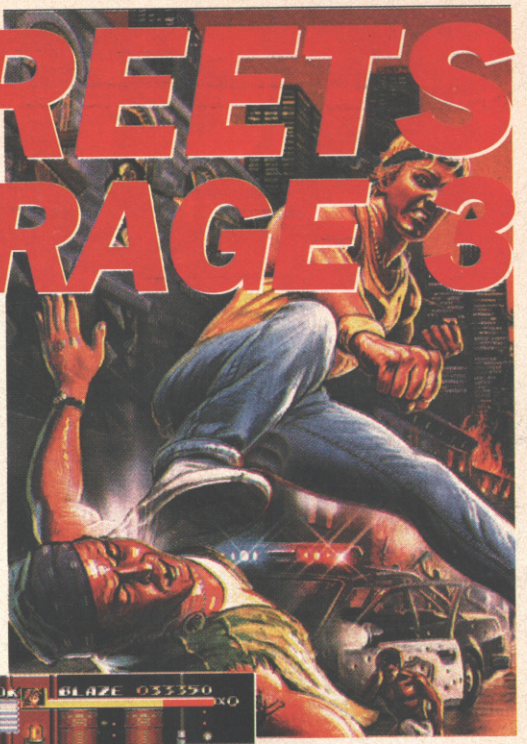
The first two Streets of Rage games have built up a deserved following, so will the third be able to maintain the same high standards? From what we've seen so far it looks like a certainty. For a start this is going to be a 24 MEG whopper. Of course it's quality not quantity that counts, and Streets of Rage 3 features some fine graphics with lots of variety and all backed with hyper aggressive techno music.

It's hardy lacking in the gameplay department either. There's a whole heap of new special moves for each character which you can check out in the captions. There's new weapons too, which are even more effective than before and can be combined into each character's death moves.

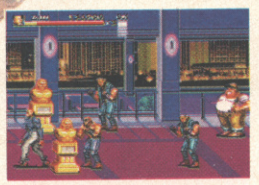
Most importantly the game doesn't follow a single plot, it varies according to the actions of the players which should result in plenty of variety. See for yourself when CVG challenges it to a fight in the next issue.



▲ There are seven stages in all, the majority of which are divided into three stages. All the favourite baddies are back including Queen Electra and Zako.



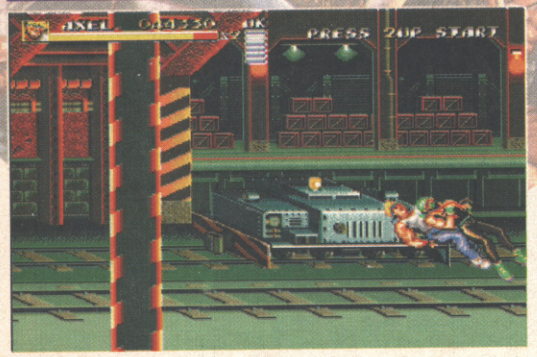
◀ Originally seen in the first game the ability to grab someone and throw them has been brought back to life. Be warned though, the enemies can now do the same to you!



▲ Adam's replacement is Zan, a researcher who's blessed with cyborg attachments and can also centralise his energy and fire a blast of supernatural power.

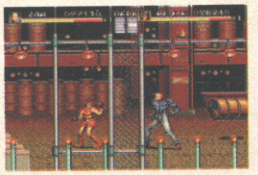
▲ Like most new Sega games these days Streets of Rage 3 is definitely best played with a six-button joypad. This allows much better accessing of the special moves.

▲ Adam Hunter's not going to appear in this game but his skating younger brother Sammy is back, and although he's still a bit feeble his speed should get him out of the majority of sticky situations.



▲ Axel Stone is back and now has a whole host of new and extra strong special moves. Although his jumping ability is still ropey, he's been made extra fast to compensate.

▲ Mega babe Blaze returns with a whole host of new moves and she looks likely to be the best all-round character once again.



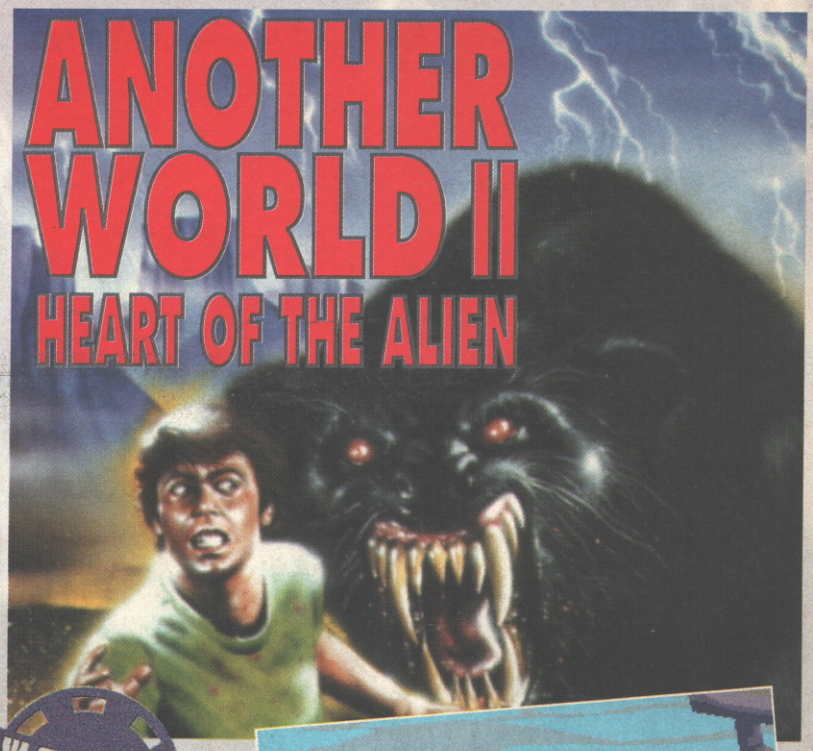
▲ If you get bored with the main game then there's a Vs. option against another player, although with the moves on offer Streetfighter's unlikely to be scared.

▲ This won't be just a mindless beat-'em - up. For instance there are sections when the object is simply to avoid obstacles like motorbikes rather than destroy them.

● CONTACT SEGA (071-373 3000) FOR MORE INFORMATION

■ MEGA CD
■ ARCADE ADVENTURE
■ £ UNCONFIRMED
■ OUT SUMMER
■ NO OTHER VERSIONS PLANNED

ANOTHER WORLD II
HEART OF THE ALIEN



WORLD-BEATING SOFTWARE GETS A WELL-DESERVED SEQUEL...

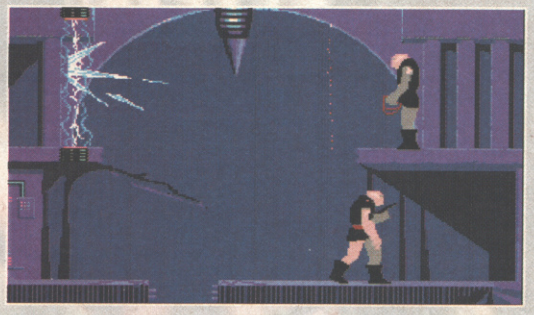
Delphine has stuck with the same graphic style used in Another World for the sequel AWII Heart Of The Alien, as opposed to using the updated system used in its last outing, Flashback. No bad thing, we reckon, as looking back at Flashback's graphics, although they are undoubtedly excellent, they just aren't as unique as those featured in Another World. Also this time round, as opposed to just running left and right along the flip-screen levels, Delphine has included 3D perspective so that you can shoot into and out of the screen. Add this to the fact that Another World II is around FOUR TIMES bigger than the original – and you get the first game on the CD too – and you're in for a treat when Heart Of The Alien makes its debut early in the summer.

WORK IN PROGRESS

The game opens with an animated intro sequence (as you'd expect from a CD product) of Lester's untimely demise. The action then kicks in, with you controlling Buddy, the friendly alien from the original.

Remember the snarling black beastie from the first game? He makes an unwelcome return, along with a host of new enemies, one of the best being this strange-yet-deadly winged terror. Those see-through wings are a bit special.

Here's a look at one of the new perspective screens in Another World II. You can't actually run in and out of the screens (boo, hiss) but you get clever effects such as here, where the enemy alien blasts at Buddy and the laser looks as though it's about to burst out of the screen.



Your enemies are still as insistent on frying your bones as ever, but luckily you've still got the clever laser which shields you in the short-term from alien blasts. Remember, if it's hit too many times it shatters and you're history.

You may be feeling pretty down because of Lester's death (in the original), but what it does mean is now you play a character with more weapons and more moves. Buddy not only has a laser gun, but he also carries a whip which he can use to lasso baddies, as well as use it to swing over chasms as you can see here. Very versatile lad, is our Bud.

3DO, SNES, MEGA DRIVE, AMIGA, PC

Another World made an appearance on all of these machines and now it's coming to 32-bit systems, starting with 3DO. The backdrops have been radically improved and the game runs at a much faster rate than on the 16-bit computers and consoles.

● GAME BY **VIRGIN** ● CONTACT VIRGIN ON **081 960 2255** ● NUMBER OF PLAYERS **ONE**

WORLD CUP STRIKER

■ SNES/GAME BOY
■ PLATFORM
■ £59.99/£24.99 ■ OUT MAY
■ NO OTHER VERSIONS PLANNED

CATCHING THE TEAM BUS IS ELITE WITH A WORLD CUP VERSION OF ITS CLASSIC STRIKER GAME.

Despite scoring an impressive 93% in CVG last August, as well as being a number one selling game, Elite clearly thought there was room for Striker to improve. So what can SNES owners expect when the game's released in June? One of the main improvements will be the addition of a battery backup, so no more irritating passwords! This also means that teams will be able to be altered and then saved. It's multi-tap compatible too, for that unbeatable four-player action. There'll be a choice of referees (from tolerant to harsh), more player animation, better graphics, more difficult computer teams, and 32 different set piece formations.

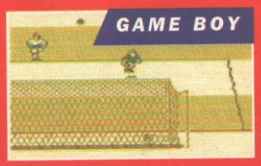
The Game Boy version includes most of the important features from its big brother. Instead of the battery backup there's a password option in case you want to take a break during play. There's also an edit squad facility and each player has their own attributes which include aftertouch, ball control, tackling ability, passing and heading. Both versions are shaping up well and hopefully will get the full review treatment next month.

▲ The penalty sequence has been considerably improved with the addition of larger and digitised player sprites.

▲ Elite has responded to the complaint about the lack of a battery backup in the first game and has included one this time.

▲ It may be the little brother of the SNES but the Game Boy version has all the important features bar the battery back-up.

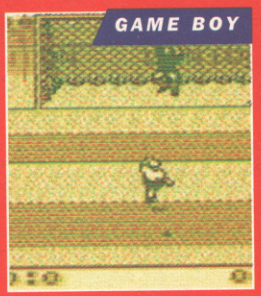
▲ There will be three levels of referee ability: poor, fair and tough.



▲ Obviously the Game Boy's graphics are not a patch on the SNES version, but even so this penalty sequence looks rather fetching don't you think?

▲ The goalkkeepers in both versions have adjustable skill levels.

▲ Like any football game that considers itself Premier League class, World Cup Striker has a brilliantly weighted aftertouch system for pinpoint passing and shooting.



OTHER VERSIONS

Like many classic games that have ended up on console over the last year or so the original Striker came out on Amiga first. It plays as well as the others and is probably best remembered for its (at the time) unique perspective, which broke from the familiar top-down view of Sensible and the isometric FIFA Soccer look.

AMIGA
● NOT PREVIOUSLY REVIEWED

● GAME BY ELITE. ● CONTACT ELITE (0922 55852) FOR MORE INFORMATION

LMP
GAMESTER
VIDEO GAME ACCESSORIES

POWERPACK
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INFERNO

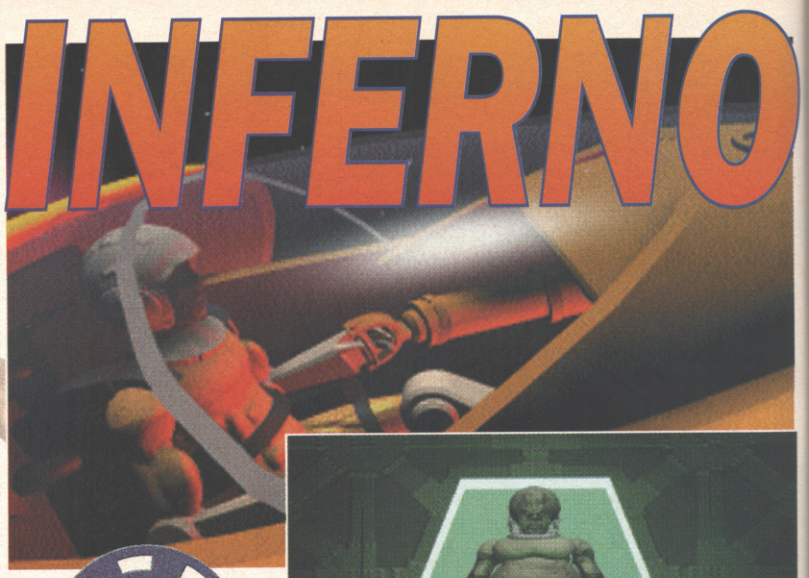
■ PC CD-ROM
■ ARCADE/SIM
■ £UNCONFIRMED ■ OUT SEPT
■ CD32 AND A1200 VERSIONS PLANNED
■ NO OTHER VERSIONS AVAILABLE

CVG WENT TO RUNCORN TO KNEEL DOWN AND SHOUT 'WE'RE NOT WORTHY' BEFORE D.I.D.'S NEW SPACE OPERA...

In a small, unassuming building in Runcorn, DID has been working on one of the most ambitious games the software industry has ever seen. Imagine if you could take part in huge space battles, fly down on to the surface of planets and zip through the corridors of colossal alien buildings. Imagine TFX in space. Imagine Inferno.

Inferno is state-of-the art. The evil Rexxons have returned, intent on conquering. As mankind's greatest space pilot and have-a-go hero, you must beat back the Rexxon threat. Inferno has over 700 missions, including seven planets and three moons to explore; it also features a stunning digital soundtrack by Goth band Alien Sex Fiend and an Inferno comic drawn by Judge Dredd artist Sean Phillips. With silky smooth 3D, Inferno promises to be THE CD game. Don't take my word for it, look at the screenshots.

● GAME BY OCEAN/**DIGITAL IMAGE DESIGN** ● CONTACT **OCEAN** (061-832 6633) FOR INFO



WORK IN PROGRESS

▲ *The supreme Rexxon commander often gets legless — no really, this scaly so-and-so is your ultimate opponent.*

NO DRUNKEN GAMEPLAY HERE!

X-KALIBER 2097

■ SNES
■ ARCADE COMBAT
■ £TBA ■ OUT AUGUST
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

OFFERING THE CUTTING-EDGE IN ACTION, CAN THIS WEAPON FROM THE PAST SAVE THE FUTURE?

Looking unashamedly like Blade Runner with a sword, Activision's newie, X-Kaliber 2097 aims to offer players the chance to handle this legendary weapon in a tale that involves saving your partner and cleansing the world of alien foes.

The central gameplay element is the character's sword and this will have five manoeuvres, which will probably compensate for the lack of any other weapons. The problem with having one weapon is that it can limit the degree of challenge which the game has. We'll wait and see on that point, but Activision has incorporated six large worlds and an interesting range of bosses to provide some lastability. But will it be enough? We'll have to wait and see when this game hits the shelves this summer.

WORK IN PROGRESS

Slash is the only man who scares Raptor.
And Raptor hates him for it.

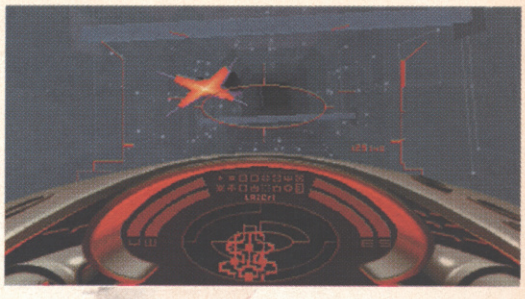
◀ *X-Kaliber is crammed with comic book cut-scenes which appear between levels telling the story of the game. There are some nice graphics to be found in these, but wouldn't you rather be doing it than reading about it?*

▲ *A separate option is the duel mode which offers a head-to-head two-player mode, which enables you to fight with or against any of the six bosses found in the main game. This should help add longevity to the game.*

● GAME BY **ACTIVISION** ● CONTACT **ACTIVISION (0295 25 25 24)** FOR INFORMATION ● CART SIZE **8 MEG**

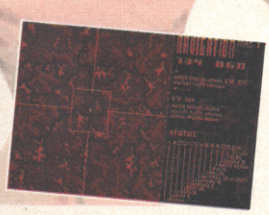
▲ Like TFX, Inferno features some superbly drawn cutscenes and static screenshots that add to the atmosphere and help to create that realistic world feel.

▲ Inferno uses an enhanced version of the TFX 3D engine and the detail is simply stunning.



▲ To destroy big starships and buildings you can fly into them. Imagine zipping down these cramped tunnels, battling fighters and gun emplacements and dodging aerial walkways.

▲ With seven planets, three moons and an asteroid field, there's no shortage of 3D alien landscapes to zoom fast and low across.



▲ Navigation is suitably high-tech. With the whole planet laid out before you all you have to do is make a waypoint or marker, switch on the auto pilot and hit the time warp key.

ALTERNATIVES

AMIGA

- **F29 Retaliator**
- **Ocean**

In many ways this was the forerunner to TFX, with state-of-the-art graphics and fluid gameplay. It was excellent, but riddled with annoying bugs.

- **Not previously reviewed**

ROLL OF HONOUR

Runcorn-based Digital Image Design has long been associated with 3D games (F29, Robocop 3, Epic) and also provided the 3D bits for Ocean's summer smash Jurassic Park.

PC

- TFX
- **REVIEWED ISSUE 145 – 93%**

AMIGA

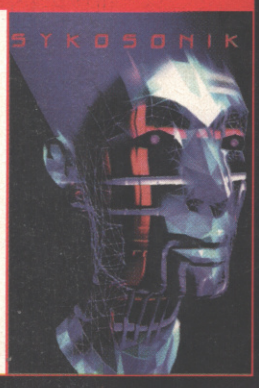
- Robocop 3
- **REVIEWED ISSUE 122 • 94%**

AMIGA/PC

- Epic
- **NOT PREVIOUSLY REVIEWED**

TECHNO TECHNO TECHNO

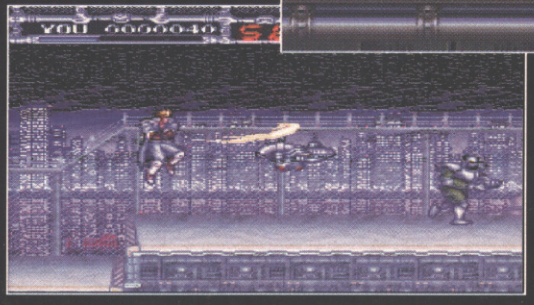
Activision's recent shoot-'em-up, Bio-Metal, featured music from 2 Unlimited. In keeping with this trend for X-Kaliber Activision has employed Psykosonik, a European Techno posse. The in-game tunes merge well with the game's theme and sound better than the vocalised 'Indie Tecno' tracks featured on the band's album!



▲ The X-Kaliber is obviously a tool for close-range combat. This makes battles dangerous, but more exciting. You can release the magic bolt from a distance, but this freezes you momentarily leaving you vulnerable.

▲ All the bosses present a tough challenge. Some require specific and accurate attack patterns to be defeated.

▲ There are too many energy power-ups to be gathered on easier difficulty levels. But if you play the wimp's game what do you expect?



▲ In most stages there are mini-bosses which appear in the middle of levels. Not the most original addition eh?

▲ The aliens appear from all sides, running on to the screen, climbing up through manholes and sometimes even flying in.

WORLD CUP USA '94

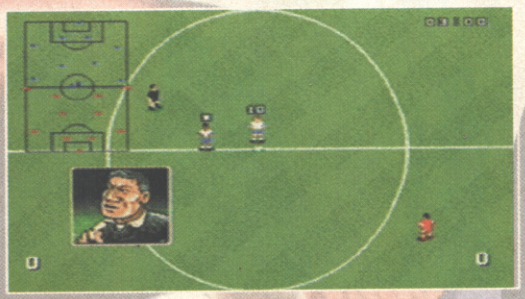
■ MEGA-CD/MEGA DRIVE
■ MASTER SYSTEM
■ GAME GEAR ■ SNES
■ GAME BOY ■ PC ■ AMIGA
■ SPORTS SIMULATION
■ £UNCONFIRMED ■ OUT APRIL

AFTER A SOLID WINTER OLYMPICS TIE-IN US GOLD TURNS ITS ATTENTION TO THE WORLD CUP...

It wouldn't be a World Cup without 60,000 or so computer footy games waiting in the sidelines and here's a look at US Gold's entry, the only officially licensed game. Despite being official, British fans will be cheered to see that the four home teams are present!

One of the most interesting features of the game is that the stadia are based on their real life counterparts. Apart from this US Gold is promising a unique control system as well as more regular features, like team customisation, 15 different moves, multiplayer fun, a comprehensive tactics selection screen (although this can be abandoned if you're a Wimbledon fan!) and a unique control system. Hopefully, you'll see whether this game's a star player or born substitute in the next issue of CVG.

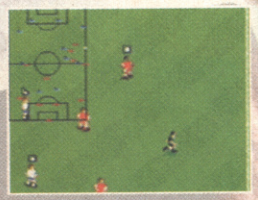
▲ *Oh no, they're into extra time and some plonker's scored an own goal. Watch out, here come Swindon with a contract!*



▲ *Like Anco's fabled Kick Off series World Cup USA '94 employs the radar system in the top left of the screen to keep track of where all the footballers are. It can be turned off if it becomes irritating.*

▲ *The throw-in and corner system is similar to that used in Elite's Striker, with a pulsating white line representing where the ball will end up.*

WORK IN PROGRESS



▲ *The 'ball glue' factor will be alterable to please fans from Sensible Soccer to Striker, while the squads each consist of 16 players.*

▲ *Bone crunching tackles are an essential ingredient of any footy game and World Cup USA '94 has plenty. Just make sure the ref' doesn't catch you though.*

▲ *As this is the official World Cup '94 game, you can expect Striker the furry mascot to make plenty of appearances just to remind you.*

● CONTACT **US GOLD (021 625 3366)** FOR MORE INFORMATION ● ALL SCREENSHOTS ARE FROM THE MEGA DRIVE VERSION OF THE GAME.

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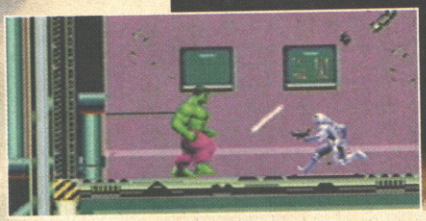
THE INCREDIBLE HULK

MEAN, GREEN BUT NOT VERY LEAN, THE INCREDIBLE HULK IS ABOUT TO GET VERY ANGRY ON CONSOLE...

Believe it or not The Hulk has been around for over 30 years now. At the moment he's going through a fairly quiet popularity phase, but US Gold aims to change this with its forthcoming licence, which will take the tried-and-tested platform route.

If you're not a Marvel comic fan then you might be unaware of who The Hulk is. In human form he's renowned physicist Dr Bruce Banner, who was caught in the gamma ray blast of an atomic bomb. This altered his metabolism so that every time he gets angry he turns into the super strong Incredible Hulk.

In the finished game this rage will come in handy and take the form of lots of heavy damage thumping platform action as Hulkie takes on all the usual range of baddies plus his arch enemies Tyranus, Absorbing Man, The Abomination,The Rhino and big cheese The Leader.



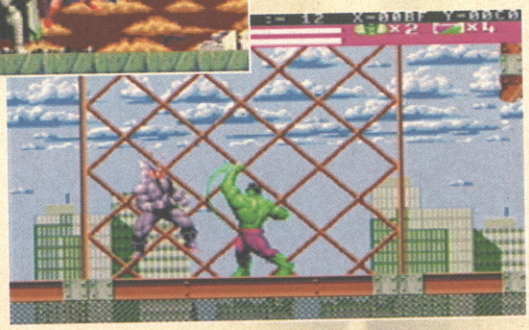
▲ Expect all the usual run along and smack the baddies into the middle of next week platform action.

▲ Apart from the baddies, the background items like walls, cars and jeeps can be mashed.

▲ Did you know that 15 million Marvel comics are sold every month? No doubt one of the reasons why US Gold decided to adopt the Hulk licence.

▲ This is Tyranus who will be found outside the city and under the ground in a twisting labyrinth that Hulk falls into.

Along with The Rhino shown here, Tyranus, Absorbing Man, The Abomination and The Leader are the other guardians you'll have to overcome. ▶



▲ If The Hulk is doing badly he'll turn back into Bruce Banner who walks a lot slower and is obviously a lot weaker than his alter ego. This of course means he can't pick anything up unless it's very light.

● CONTACT **US GOLD (021-625 3366)** FOR MORE INFORMATION. ● NUMBER OF PLAYERS **1**

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the more wins you clock up - the more weapons you buy, and with each victory you progress to the next amazing moon.

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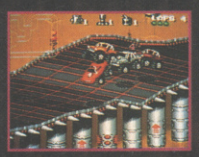

...so blast out the sixties... kicks on route six... you don't need a weatherman to know which way the bullet blows but take my advice your gas may be lead free my barrels' got plenty... crank up the bass... slam in the sounds... this is the action the rock'roll action the only action worth nailin'...

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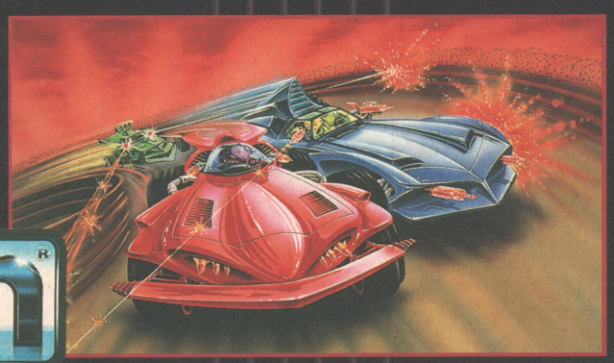

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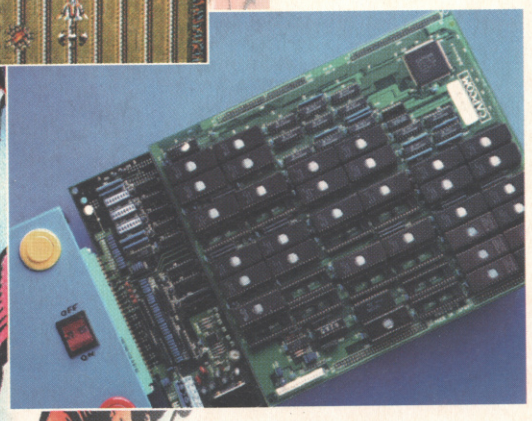
THERE'S ALMOST NO SUCH THING AS A PERFECT COIN-OP CONVERSION, BUT WHY BOTHER WITH IMITATIONS WHEN OWNING THE ORIGINAL MIGHT BE CHEAPER THAN YOU THINK...

It wasn't all that long ago that 10p would get you a go on the very latest coin-op, although nowadays you can pay anything up to £3 to be up-ended in the latest arcade hydraulic monster. Because new, cash-guzzling games are coming out all the time, older titles tend to be relegated to stockrooms or even the rubbish tip. It's now possible therefore to pick up older games for under half the price of a Mega Drive or SNES cartridge!

JAMMING

The key to coin-ops being so cheap is the PCBs that the games come on, called JAMMA boards. It's the standard agreed on by the Japanese Amusement Manufacturer Association which means all coin-op games are manufactured to the same hardware specifications. Basically they're like massive cartridges which plug straight into a coin-op cabinet, so machines can be updated without the whole thing having to be replaced. Unlike cartridges, JAMMA boards are compatible with almost any coin-op cabinet, so you're set up for arcade action with just one system.

JAMMA boards are actually relatively cheap to manufacture, what in fact you're paying for most of the time is the popularity of the game, which is judged by the amount of money it takes in the arcades. The newer it is, the more you can expect to pay for it. While games like Super Streetfighter will set you back a small fortune, older 'classics' such as Kung Fu Master and Rastan Saga clock in at a far more sensible £20. However, there's a cautionary note to remember when you're bargain hunting. Most older boards have been sitting in storage gathering dust since they were replaced, which isn't very



◀ JAMMA boards plug straight into the Supergun, which in turn connects to a normal TV or monitor. They aren't always well designed, though, this one for instance needs something shoved underneath the board to support it.

● **CONTACTS** ● **AMR AMUSEMENTS** 0272 822238 ● **UDC** 081 965 7071 ● **ACORN** 0792 816932 ● **RAVEN GAMES** 081-663 6810 ● **LOADED** 0622 871544 ● **EUROMAX** 0262

The bulk of older JAMMA boards are shoot-'em-ups, with classics such as Xevious and Slapfight still around. While these games aren't technically advanced, they're still better than any of the home computer or console versions.

good for them. So wherever possible try to see the game running before you part with your money or make sure you can exchange it if it does turn out to be faulty.

VIRTUA

You won't have access to every game that you find in your local arcade though, several newer games such as Virtua Racing are dedicated machines and they are built specifically for the one game. However, there's a vast library of games out there, including many all-time classics. Remember to check that the game you're after doesn't require a special joystick (such as Ikari Warriors) or a vertical monitor (like Super Contra).

So where do you start if you want to turn your bedroom into a pulpitating pleasuredome of arcade gaming? The first thing to do is to pick up a cabinet. This is the biggest outlay which, depending on how flash you want to be, will set you back between £150 and £1,000.

The size of the monitor and its housing are what pushes the price up. Cheaper units, such as the Brent 100 cabinets, come with 20-inch monitors and little else, while top-of-the-range cabinets come with 28-inch high-definition screens and excellent stereo speakers. Because the cabinets all conform to the same hardware standards, you shouldn't worry about compatibility, although

Continued on next page

The Supergun contains very little hardware as the JAMMA boards contain their own custom chip sets.

Nearly all Superguns require SCART TVs or monitors. It's a little restricting, but it gives a better picture.

YOUR DIY ARCADE SYSTEM

Before you rush out and part with your readies for a Supergun, you'd better make sure that your TV has a 60Mhz SCART socket, as it won't work with anything else. If your TV's under four years old chances are it will have one, but it's best to check in the manual or give the manufacturer a call just in case. The final ingredient is a joystick, preferably one with six buttons if you're planning to shell out for a version of Streetfighter II. Practically any joystick can be wired in, but we recommend you go for a six-button stick. On offer are the Apollo stick and Pro-S for £54.99, or a Mega Drive six-button pad for £31.99. It's also worth spending a couple of quid on PCB legs, which hook on to the boards so they're not sitting on the desktop picking up bits of fluff. For more prices and information call Raven Games (081-663 6810).

Almost any type of joystick can be connected to a Supergun, providing it's had its connection modified. We reccommend a six-button stick as you'll invariably want to get hold of a copy of Streetfighter II.

Continued from previous page

some boards may need upgrading, in which case contact Euromax (0262 601006), who'll do the job for around £30.

CHEAP BUY

Your best bet for a cheap cabinet is to go second-hand. These are normally older cabinets which come dressed up with the logos and instructions for whatever game's inside. It won't be pristeen, but you'll usually get a better quality system for your cash. Don't worry about secondhand machines being unreliable though, the only thing that tends to go wrong is the coin-slot mechanism, and as you'll have the machine on free-play anyway, you'll never need to use it. There are plenty of bargains to be had. How about a complete Streetfighter II Championship Edition coin-op for £425? You can get hold of one from DC Automatics on 0284 725505.

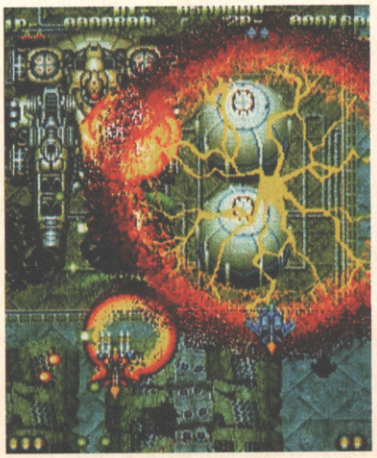
While owning your own arcade cabinet is close to being the ultimate gamesplayer's status symbol, you've got to bear a few facts in mind. First, they're pretty big. You might have trouble getting a larger cabinet through your door without taking it to bits first. Secondly, they weigh a fair bit, and unless you've got a sympathetic family willing to lend a hand, you'll never get it up the stairs.

SUPERGUN

The cheaper, space-saving alternative to having a coin-op cabinet is the Supergun. Despite its threatening name, the Supergun is actually an innocuous looking box which lets you run JAMMAs straight through your television. While it doesn't quite have the same feel and kudos of a full cabinet, the cash you save means you can spend more on building a collection of games.

The third alternative is the Neo Geo. If you're not familiar with the system, it was the first super-console, with far

While Superguns are great for standard coin-ops, they can't handle the new generation of 32-bit games, such as Sega's Virtua series.



Many older games are difficult to find and not always in perfect condition. Always make sure you can get your money back or exchange the game if it doesn't work, otherwise you might end up with £40 worth of useless circuit board.

GAME ON

There are hundreds and hundreds of JAMMA PCBs on sale, many of which aren't worth bothering about. So, being the good, slightly nostalgic eggs we are, here's a list of our fave coin-ops, how much they cost and where to get them from.

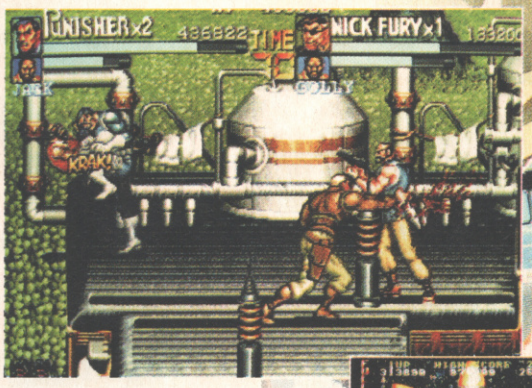
Final Fight	£85	Raven
Streetfighter II	£95	Raven
Streetfighter II Champion	£125	Raven
Streetfighter II Turbo	£275	Raven
Salamander	£85	Raven
Double Dragon	£35	Acorn
Kung Fu Master	£20	Acorn
1942	£30	Acorn
Wrestle Fest	£95	Raven

more power than the SNES and Mega Drive put together. Manufactured by coin-op giants SNK, the actual console contained minimal hardware. Instead the cartridges come with self-contained custom chip sets, which explains why they're so expensive.

Although it's been around for nearly four years there are still loads of releases, especially on import from Japan. The basic console costs around £280, but the games retail from anywhere between £70 and £180. The advantages are that you get a flexible cartridge-based system with far more power than any 16-bit games machine.

The majority of Neo Geo games are beat-'em-ups, such as Art Of Fighting and Sengoku 2, which does limit the machine's appeal. Don't be put off by the price though, many games are available secondhand for up to £60 less than the original retail price. For new and used games contact Loaded (0622 871544).

▲ *The Neo Geo is arguably the simplest way to access certain games such as Fatal Fury 2 and Samurai Showdown, although you'll be shelling out up to £175 a time for cartridges.*



▲ *The Punisher is one in a long line of beat-'em-ups which are playable, but weren't particularly successful. As such you can pick up this, and many games like it for a lot less money than you'd have to shell out for a new game.*

DIY COIN-OPS

If you're feeling particularly adventurous, you could try building your own system. Obviously you'll need to know a little about electronics, although after the effort of putting the thing together you'd probably wish you'd spent the extra few quid buying a second-hand cabinet. If you want to go it alone, a secondhand 20-inch monitor will cost you around £75, the power supply £15, the CPU £30, a JAMMA Loom at £20 and around £2.50 each for the joysticks. All the necessary bits are available from AMR Amusements (0272 822238). Then all you need to do is head down to Texas and pick up enough wood and glue to knock together a cabinet to house it.

■ MARK PATTERSON

CABINETS

You're going to have to part with a fair wad of cash if you want to get the cabinet of your dreams, otherwise you could settle for something a little more down to earth. Here's a run-down on what you can expect to pay...

AMR 28in Sit-down	£750	AMR
AMR 28in Pedestal	£600	AMR
26in Fortune 4	£895	UDC
Brent 20in Cabinet	£175	AMR

MEET THE CREW

WHO ARE YOU TRUSTING TO GUIDE YOU THROUGH THE LABYRINTH OF GAMES SOFTWARE? HERE ARE THE CVG TEAM – AND AS IT'S A NEW-LOOK ISSUE, WE THOUGHT WE'D ASK THEM ABOUT THEIR BEST – OR WORST – NEW THINGS!

PAUL General gadabout Rand is no stranger to new experiences. The best of them has to be when he and his chums had their own pub for a weekend, after the bankrupt manager purloined the fixtures and fittings and did a moonlight flit. What would the worst have been? Says Paul; 'Finding that the electricity had been turned off and the pumps wouldn't work.

GARY The last new thing I bought ended in disaster; I was out buying a Mother's Day pressie and spotted these glass vases. They were all different coloured, and the one I wanted was two rows back and when I reached for it I knocked one over which had a domino affect, and they all went rolling off the shelf! I loathe the sound of breaking glass.

DENIZ CVG's 'Dr Blag', fresh from his appalling blagging performance with Acclaim for a copy of NBA Jam, proclaims his fave new item to be an Akai S2800 sound sampler. Which no doubt makes Den happy (yawn – Everybody). The most unbelievable thing about it is that he paid full-price – no trade discount or anything. Blimey!

RIK After an arduous time attempting to discover whether Rik has had any life experiences, we finally deduced that his copy of The Beatles' 'Abbey Road' album is the best new thing he's ever had, while the worst is the Superman outfit he allegedly bought at eight years old. Funny that, considering that he's 22 and it's still a very snug fit.

MARK Writer Mark's fave new thing in all the world has to be the Triumph Dolomite he received when he was 17. A strange lad, Mark. Not only can the car not be classed as new – it was two years older than him – he also had no licence and it wasn't even insured! Perhaps he was one of these saddos who used to sit in it and make 'Brmm brmm' noises?

JULIE Obviously sucking up for a pay rise, Julie, when asked about her best new thing, replied with a sycophantic tone: 'My job.' Mind you, can you blame her? After all, the CVG Art Ed has it easy, being able to leave work as early as 2pm on some days, while leaving the layout of the mag to her army of design lackeys (Cough! Splutter! – Julie).

PETREA Ever since she joined CVG, we've been worried about Petrea. And not because she's Australian and might be bitter about us shoving her ancestors on a God-forsaken lump of rock 200-odd years ago. It's because the Antipodean artist cites her favourite new thing as garlic snails which she first sampled in France last year. Next she'll be munching on the slugs on her lettice sarnies!

STEVE He may have been a driving force behind the new-look CVG, but Stevie J isn't what you'd call thrusting in the sartorial department, if his best new thing is anything to go by. 'My favourite new thing is a second-hand suit with epaulets (decorative square things stuck to the shoulders, like on a doorman's jacket) that made me look like David Byrne' (crap square thing in a band called Talking Heads).

MEGA DRIVE

■ £69.99 ■ RACING GAME

■ MAY RELEASE

■ NO OTHER VERSIONS PLANNED

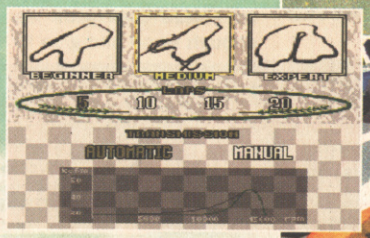
SEGA RECKONS ITS SVP CHIP WILL MAKE FOR TOP COIN-OP CONVERSIONS, BUT IS THE GAME WORTH THE WAD OF CASH IT'S GONNA COST YOU?

Sega stunned the world when it launched its 32-bit Virtua Racing coin-op in January '93. Like most players, we too wondered if this marvel would ever appear on console. Suddenly, in the middle of last summer year it announced a new DSP chip which later became the SVP (Sega Virtual Processor). The extra processing power of this custom chip finally made a conversion of Virtua feasible and the process began soon after.

The end product is a stunning conversion which unashamedly flaunts the power of the SVP. All the original tracks and viewing angles have been included (if you have a six button pad).

Three tracks represent your three difficulty levels and in two-player split-screen mode you can handicap your opponent for extra advantage. Finish a race and you are treated to a replay of the entire event.

More tracks would have been a good idea, but instead Sega has made the opposing drivers damn good, which has had the unfortunate side-effect of leaving you behind on an empty, lonely road most of the time unless you opt for the trickier to control manual gearbox which makes your car go much faster.

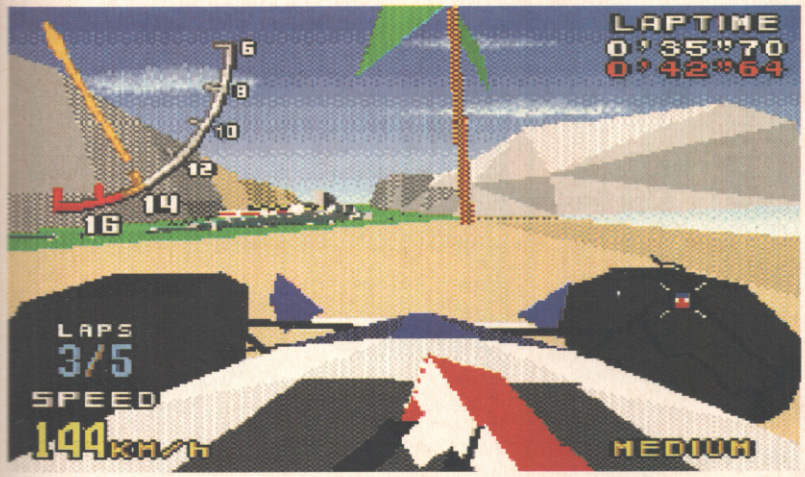


▲ *This option isn't on the coin-op. Essentially, just a practice option which lets you charge round each course to familiarise yourself with the dangers ahead.*

PEDAL

VIRTUA RACING

▲ *Playing from this perspective really exaggerates the sensitivity of the controls, and you can see the bends loom ahead far earlier.*



▲ *The medium difficulty track is full of places where you can skid off unexpectedly. Learn these places using the Free Run option.*

ALTERNATIVES

MEGA DRIVE/AMIGA

- **F1 World Championship**
- **Domark/£25.99-£49.95**

Graphics are basic, but the speed is unmatched. Lots of courses and opponent drivers who drive intelligently. A split-screen two-player mode is also incorporated.

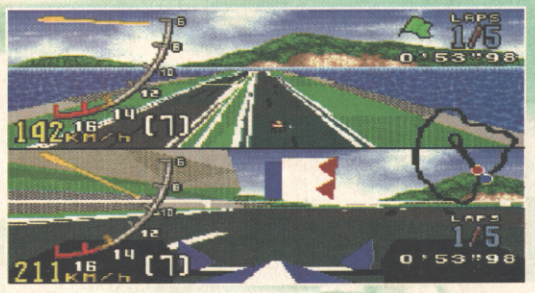
- **(MD) Issue 141: 86%**
- **(AM) Issue 147: 84%**

WORLD BEATER

- **Indycar/PC**
- **Virgin/£44.99**

If you've got a 486 this is the most impressive racing simulation around. Textured vector graphics, smooth and fast visuals plus masses of options make this comprehensive and playable.

- **Issue 147: 90%**

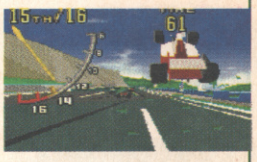


▲ *In split screen there's no slowdown which is good news. Tragically, there's hardly any other CPU drivers in this mode.*

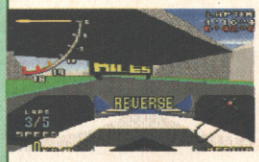
NICE VIEW

With only three tracks it's just as well that there are various visual treats and dangers to be aware of. Here's a collection of our favourite road antics. Shame that there's no hedgehogs crossing - a spiky blue one perhaps?

1. Bashing other cars can cause damage, but it's a good way of forcing opponents out of the way.

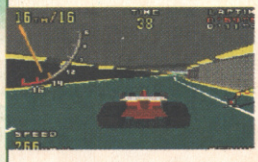


2. There seems to be less variety in crashes than the coin-op, but they sure look good.

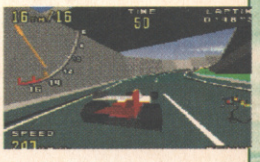


3. If you drive backwards you'll encounter one of these signs. Interesting, but of no practical use.

4. Barriers and road signs block off certain routes. Smash through some signs but not these barriers.



5. Avoid hitting the walls and enter the tunnel with any viewing perspective other than the 'air' one.



6. If you use this view when you go under the flyover you disappear, so avoid overtaking.

L TO THE METAL!

● **GAME BY** SEGA. ● **CONTACT** SEGA 071-373 3000. ● **CARTRIDGE SIZE:** 16 MEG. **GAME DIFFICULTY:** VERY TOUGH. ● TRY AND FIND THE SECRET MIRROR TRACK WHERE ALL THE TURNS HAVE BEEN MIRRORED! ●

OUT NOW CARTRIDGE

ALL OF THE GAMES BELOW ARE IN THE SHOPS NOW – AND THEY'VE ALL BEEN GIVEN THE CVG SEAL OF APPROVAL...

SONIC 3 / MEGA DRIVE / SEGA /PRICE: £64.99

Sonic's latest adventure is without a doubt his best, combining stunning graphics with amazing gameplay. Even if you hate the hedgehog, you'd need a damn good excuse as to why you shouldn't buy this.

ISSUE 148 94%

ART OF FIGHTING 2 / NEO GEO / SNK / PRICE: £150-175

Despite having the usual huge Neo Geo price tag, Art Of Fighting 2 virtually justifies the cost. It's easily the best beat-'em-up to appear in recent years, out-performing most of the new Streetfighter incarnations. Amazing.

ISSUE 148 95%

NBA JAM / SNES / ACCLAIM / PRICE: £49.99

Converted from one of the most successful coin-ops ever, this is the definitive basketball game. You don't need to know anything about the sport to produce the most outrageous shots ever.

ISSUE 148 89%

PRINCE OF PERSIA / MEGA DRIVE / DOMARK / PRICE: £44.99

The Mega Drive may be practically the last format to get a version of this classic game, but thankfully Domark has managed to keep all the playability and features of the original. A classic, although it could have been better.

ISSUE 149 84%

WHATEVER YOU DO STEER CLEAR OF THIS, EASILY THE BIGGEST TURKEY AROUND AT THE MOMENT!

AVOID!

ACCELE BRID / SNES / IMPORT / PRICE: £65

Apalling gameplay faults such as unavoidable deaths link up with crude graphics and minimal action to produce one of the worst carts in recent months. Keep well away from this.

ISSUE 149 38%

Virtua Racing continued from previous page

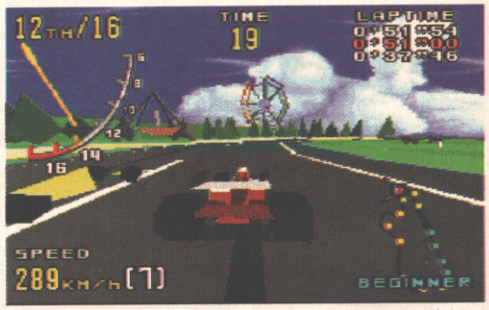
SECOND OPINION

The one player game is the finest arcade conversion I've ever seen. The problem with most arcade games, though, is that they don't stand up to repeated playing and Virtua's three (or six if you count going round anti-clockwise as well) tracks soon become boring. Two player games are usually better, but the lack of opponents means that as soon as one player takes the lead it's nearly impossible to catch them. Technically it's a Ferrari, but playability wise it's a Cortina.

■ *RIK SKEWS*

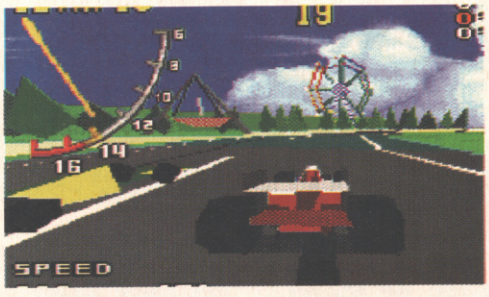
ROUND IN CIRCLES

1. You start at the pits on two of the tracks. If you damage your wheels during a race pull back-in and get them changed promptly before you start losing control.



2. Because the opponents are so annoyingly good, it's very rare to have to overtake more than one car at a time. Even that's tricky though.

3. It's important to try and earn a time bonus on each lap by finishing within the allocated limit. If you don't you'll loose the challenge.



4. Having completed the entire race on a track you get a smart cinematic replay which shows you driving. Great if you've crashed a lot!

■ MEGA DRIVE

I accept that this is an excellent conversion, but where have all the opponent cars gone? They whiz off at the start and your interaction with them is limited thereafter. Driving round an empty track just gets so boring. The sound is also tacky and it has to be said that three tracks isn't good value. Virtua is accurate, but its gameplay is sadly dull.

■ *DENIZ AHMET*

■ GRAPHICS	93
■ SOUND	68
■ PLAYABILITY	75
■ VALUE	78

OVERALL ■

79

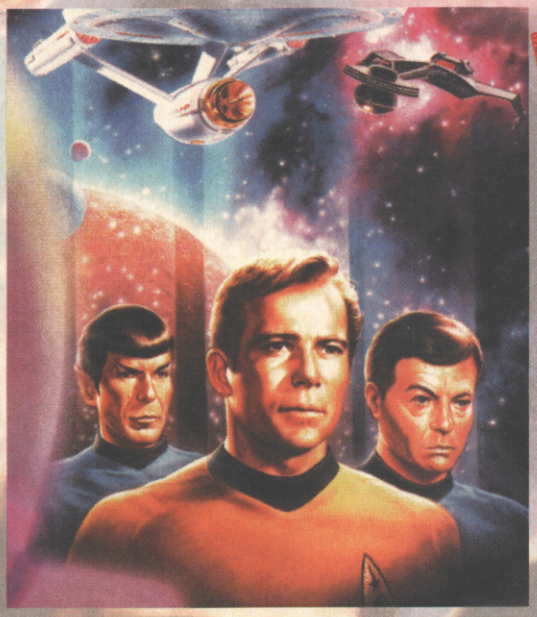
● THE SVP CHIP WILL BE FOUND IN THE SEGA MARS ADAPTOR (SEE NEWS PAGES).

PC CD-ROM
GRAPHIC ADVENTURE
£49.99 OUT NOW
PC, PC CD-ROM AND AMIGA VERSIONS AVAILABLE
NO OTHER VERSIONS PLANNED

STAR TREK
25TH ANNIVERSARY

CVG HIT!

IT'S ANNIVERSARY TIME, AND HOW BETTER TO CELEBRATE THE VOYAGES OF THE ENTERPRISE THAN A CD-ROM GAME THAT HAS THE DIGITISED VOICES OF KIRK, SPOCK AND BONES...



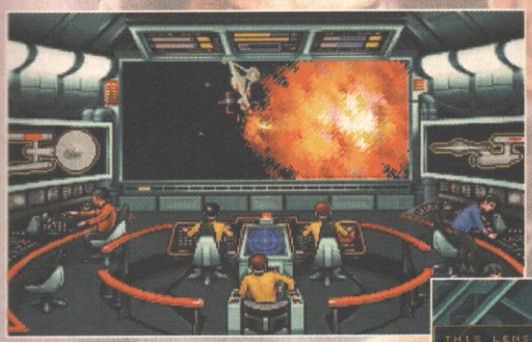
Yes the original Star Trek adventure is back and if you missed out on the trials of Kirk and crew the first time round, if you're lucky enough to own a CD-ROM drive, Star Trek CD is a game you MUST have in your software collection.

Star Trek CD enhances the original with sampled music, sound effects and, most importantly, over 6,000 lines of digitised speech. At great expense, developer Interplay has managed to sign up William Shatner, Leonard Nimoy, DeForest Kelley, James Doohan, George Takei and Walter Koenig so that you can now hear Kirk shout his familiar commands and listen to the incessant bickering between Bones and Spock. Star Trek CD takes you on a non-stop wave of nostalgia, back to days of spooky alien ships, pointy ears and dramatic Shatner kisses. It's quite remarkable captain.

▲ *You can play the game with the text boxes on....*

▲ *..or you can play with the text boxes switched off. Obviously this screenshot is damned near useless and so you'll just have to take my word for it that Kirk and crew are engaged in witty digitised banter.*

▲ *Even though Star Trek CD features digitised speech throughout, text boxes still appear to describe the character's actions.*



▲ *The Enterprise rocks under the laser fire of another Federation starship. Luckily this is only a training simulation but sounds like the sirens, lift doors and that 'wooooohoohoo' whistling noise the intercom makes have all been sampled and faithfully reproduced.*

▲ *With its episodic structure, speech and sampled sound, Star Trek CD comes closest to recreating the old TV series than anything I've seen. Only Spectrum Holobyte's TNG game looks like it will come close.*

▲ *On the whole the speech is brilliant but there are times when the intonation is wooden. But then I'm no drama critic, what do I know?*

▲ *Sadly Interplay has not pounced upon the chance to jazz up the graphics as it did with the sequel Judgment Rites.*

PC CD-ROM

OK so the game is exactly the same as the original but the voices make it so much better. Star Trek was originally praised for brilliantly capturing the mood of the old TV series and now with the addition of the speech it's almost like watching an old episode. "Warp factor five keptin", "Fascinating", "I'm a doctor Jim not a fork lift!" It's all here.

PAUL RAND

OTHER VERSIONS

Star Trek on Amiga looks and plays exactly the same as the old PC version. You get the adventure but sadly not the digitised speech. Possibly the weakest part of the game is the combat sections as they are rather jerky and sometimes not really necessary to the plot.

AMIGA
REVIEWED ISSUE 144 ● 80%

GRAPHICS	86
SOUND	94
PLAYABILITY	89
VALUE	83

OVERALL

90

● GAME DESIGN BY **INTERPLAY** ● CONTACT **INTERPLAY (0444 246333)** FOR MORE INFORMATION

■ 3DO
■ PUZZLE
■ £44.99 ■ OUT NOW
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

COUCH POTATOES UNITE! GRAB A TUB OF POPCORN AND TUNE IN TO EA'S VIDEO SITCOM...

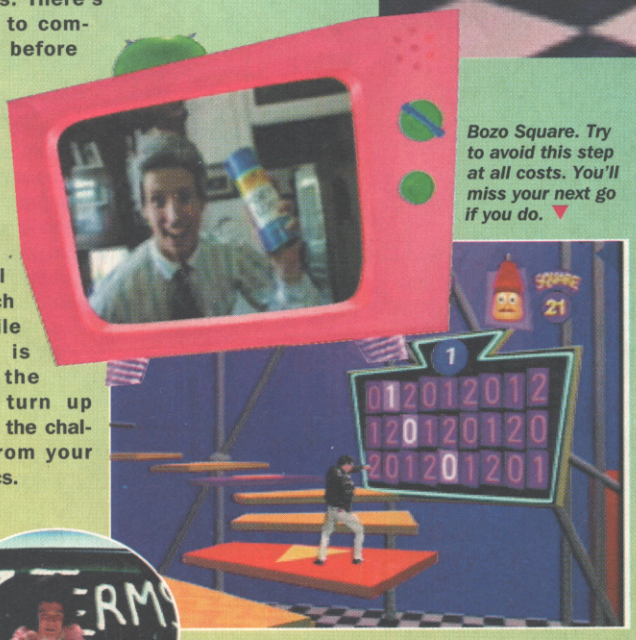
Gaming techniques may progress, but there's one thing a game should always be, and that's fun. Twisted is unique in this sense, it's one of the few games that's had the entire CVG team playing it, and the fact that it's on the 3DO goes to show just what a top piece of kit it is, as long as it's given good software to play. Other developers take note!

Twisted is totally bizarre, it's like a cross between a John Waters and David Lynch film. It's crammed with full motion video of crazy and strange visual gags, silly actors, special effects and enough variation on these to avoid repetition within each game session.

Trapped in the pits of TV wasteland the challenge sounds simple: get to the top of a spiral staircase and escape back to reality. Take turns throwing the cyber-die and the total scored progresses you up an equivalent number of steps. There's plenty of tasks to complete and solve before you get to the top and an average game will take you a good hour or so.

Twisted plays like a real gameshow, which means that while the formula is repetitive and the same puzzles turn up again and again, the challenge comes from your opponents' tactics.

TWISTED



Bozo Square. Try to avoid this step at all costs. You'll miss your next go if you do. ▼

▲ *Bonus Square. Landing here is a good thing because you get another go.*

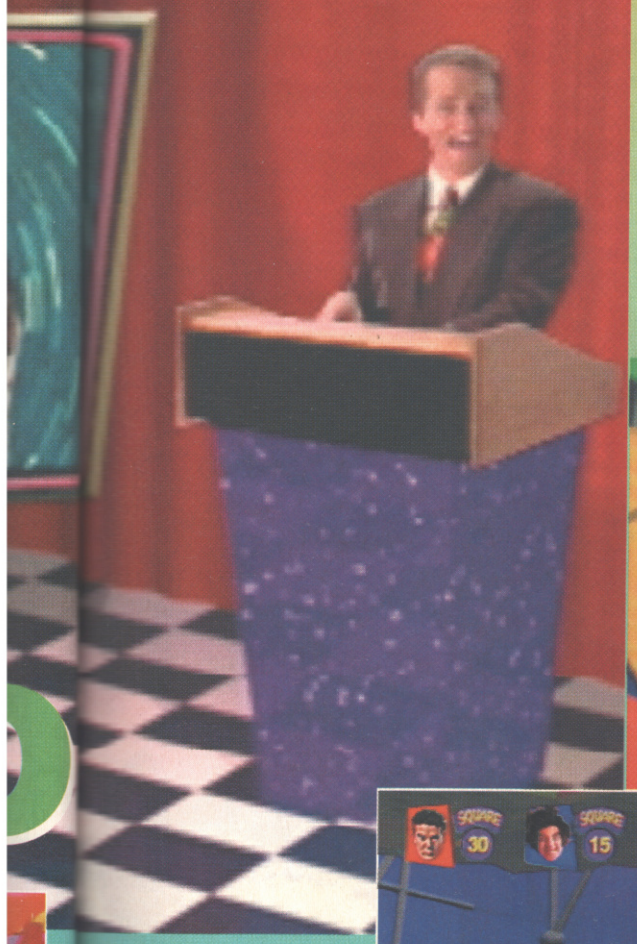
Occupied cannot occ another opp If this hap to r

▲ *Wheel of off this mac match up th items in the*

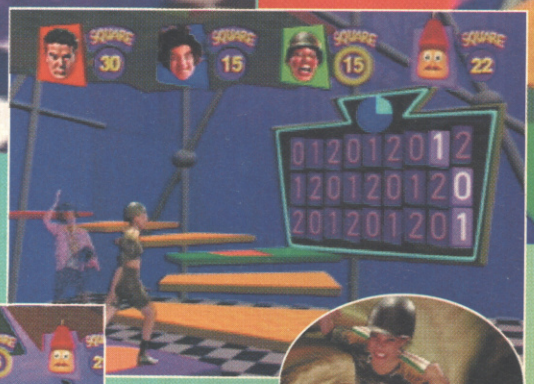
WORTHINGTON

A TWIST OF IN

● THANKS TO RAVEN GAMES FOR OUR IMPORT COPY (081-663 6810). ● GAME BY ELECTRONIC ARTS. ● CONTACT EA (0753 549442) FOR INFORMATION.



If you arrive here you are placed into the wheel of torture... ▶



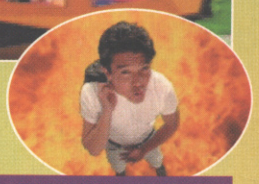
Occupied square. A player cannot occupy a step where another opponent is resting. If this happens you have to retake your go. ▶

MAJOR STEAL

▲ Wheel of Torture. To get off this machine you have to match up three identical items in the top panel.

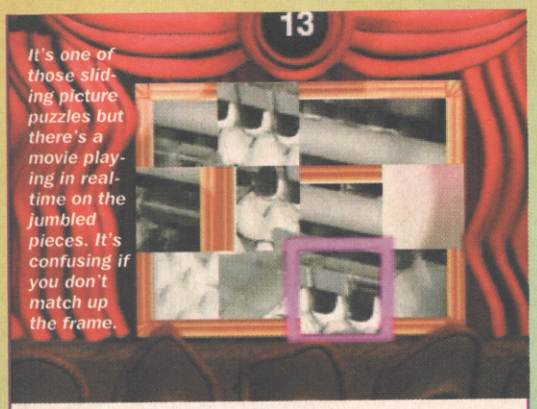
UNCLE FEZ

When you land on a yellow step you come to this matrix where you get to play the puzzles. An opponent must secretly select a row and the other player then selects a column. You're never sure which puzzle you're going to face. ▶

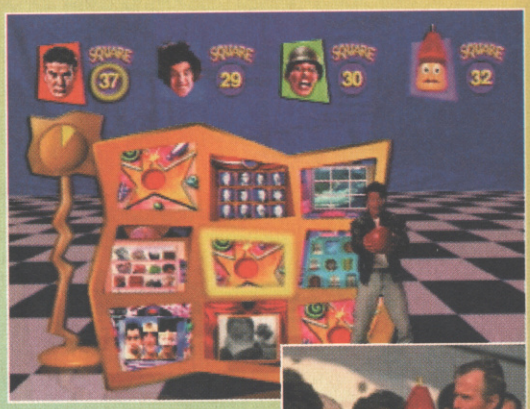


JOHNNY POW

F INSPIRATION



It's one of those sliding picture puzzles but there's a movie playing in real-time on the jumbled pieces. It's confusing if you don't match up the frame.



The best tactic is to try and force your opponent into selecting a bomb. This will prevent him from moving up the stairs for that round in the game. ▶

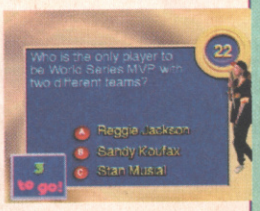
YOU SEEM PUZZLED

Twisted is a game of puzzles. The tactic is to try and force a puzzle on to an opponent from the puzzle matrix. Here are the challenges and dangers on show:

Similar to the movie game except that it's played on revolving blocks with a different picture on each face.

The hardest puzzle in the game. Line-up the tiles to complete the faces. The problem is you can only move left and right.

Each face makes a silly sound and you have to match up the ones which make the same sound. Simple, but the time limit is tight.



There are hundreds of general knowledge questions in the game, all sorted into various categories like music, sport, history etc. Quite hard.

The fuse quickly burns away and you have to zap all the colour commercials before it runs out.

Behind each window is a face and the object is to match up two identical ones. This one's far too easy.

After the trolley dash shown here you have to spot the item on the supermarket shelves. You only get a brief glimpse so it's quite hard.

SECOND OPINION

After seeing this I've stopped going around the office going '3DO? 3-DOH more like' and have crawled under my desk to think of something equally unfunny about another machine. This is the most impressive use of CD technology I've seen yet. It's imaginative, funny, challenging and exceptionally well produced. It's best played by a group of people after a night on adult's fizzy pop, since it loses a lot if you're playing on your own.

■ MARK PATTERSON

▲ *The game has an excellent intro where you meet the characters. Here we see Fez mixing with America's big cheese in 24-bit colour!*

HUMBLE HOWARD

MADAME ELAINE

▼ *Throughout the game there are many scenes where the characters respond to how well you're doing.*

■ 3DO

Twisted is the most impressive game I've seen on any of the new breed consoles. It's 'fun' and genuinely interactive. It plays like a good board-game so it's as much fun trying to force your opponents into awkward puzzles as it is doing them yourself. The presentation and quality of digital video is unmatched. But, it would have been nice if you could play against the CPU, and there are far too many American trivia questions. Still, a very imaginative game.

■ DENIZ AHMET

■ GRAPHICS	94
■ SOUND	91
■ PLAYABILITY	88
■ VALUE	85

OVERALL ■

88

AMIGA

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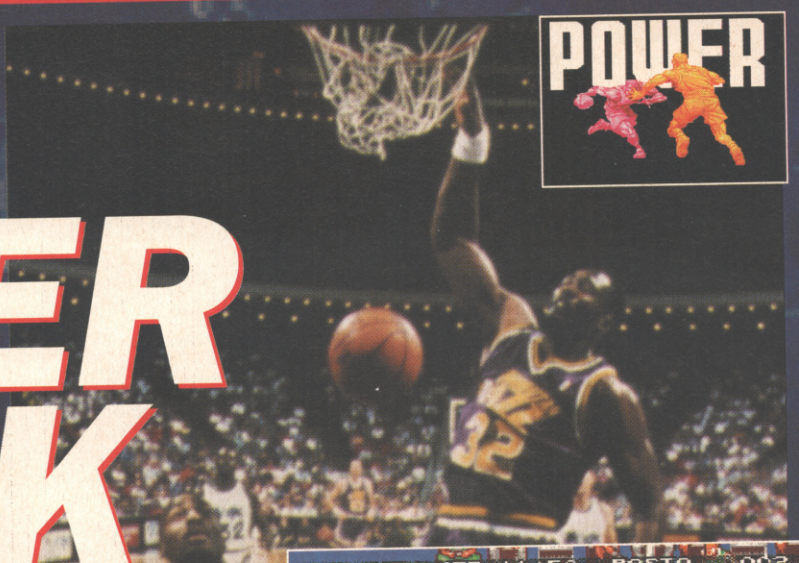
Which computer(s), if any, do you own? 104AA

■ MEGA DRIVE
■ SPORTS
■ £44.99 ■ OUT NOW
■ SNES VERSION ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

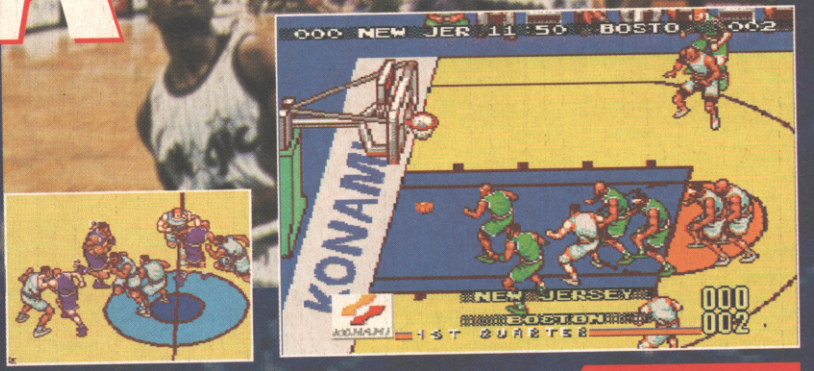
HYPER DUNK



CAN THE LATEST IN A LONG LINE OF BASKETBALL SIMS POSSIBLY TOPPLE THE MIGHTY NBA JAM?

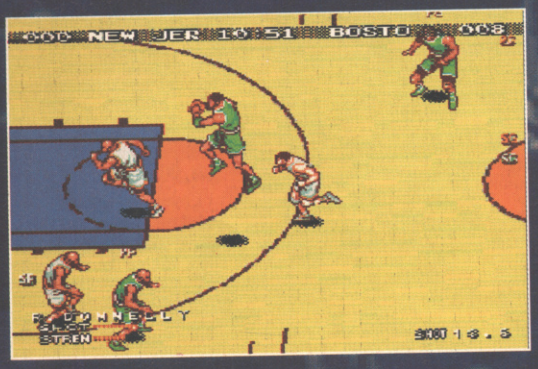
As a sport Basketball has yet to excite the British masses, but this hasn't hindered the softies releasing a whole wodge of slam dunkin' games. We've had NBA Showdown, Barkley: Shut Up and Jam, Jammit, NBA Basketball and best of the lot, NBA Jam.

Now Konami has entered the frey with Hyper Dunk which deserves a pat on the back for not having NBA or Jam in the title. That's about all it deserves a pat on the back for though, since it's another for the strictly average basketball simulation pile. Presentation's not too bad with competent hip-hop music on the title screen, but its graphics and playability are quite primitive and not what you'd expect from Konami or the Mega Drive.

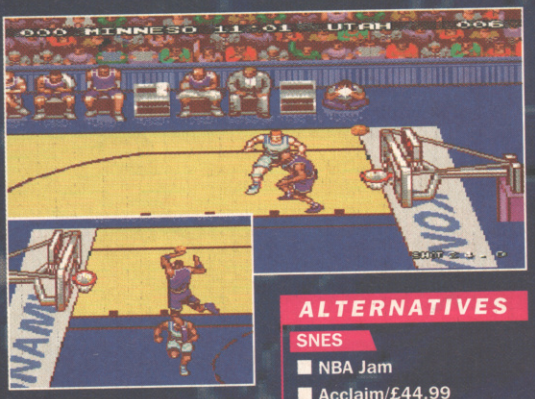


▲ *The bland backgrounds won't do much to frighten NBA Jam, 'eh?*

▲ *Yo, someone pass me the varnish 'cos this crowd is seriously wooden!*



▲ *Like NBA Jam, some of the realism has been sacrificed to make the game play better. For instance, once your player has passed the half-way line there's an alterable time limit during which time the ball must be passed or a shot taken on goal.*



▲ *Ooh, someone's near a basket. The tension mounts. Except it doesn't because there's not the variety of finishing shots that there is in NBA Jam. Don't get me wrong Hyperdunk, isn't a bad game it's just that every other basketball game pails into insignificance compared to the mighty Acclaim game.*

■ MEGADRIVE

Hyper Dunk's shortcoming is it's end-to-end gameplay: run the court length, score and then it changes to the opposition. Trying to stop an opponent is nigh on impossible and made even tougher by the off-putting perspective. This makes the game frustrating and predictable, and it quickly becomes dull. Stick to Acclaim's NBA Jam.

■ *RIK SKEWS*

ALTERNATIVES

SNES

■ NBA Jam
■ Acclaim/£44.99

NBA Jam is available on Super Nintendo, and it's absolutely brilliant. Want to know why? The conversion is outstanding, it's packed with action, speed and great fun to play, that's why. An essential purchase.

■ Issue 148: 88%

■ GRAPHICS	67
■ SOUND	68
■ PLAYABILITY	61
■ VALUE	56

OVERALL ■

61

● GAME BY KONAMI ● CONTACT KONAMI (0895 853 000) FOR MORE INFORMATION.

SNES

PUZZLE GAME

£50-60 OUT ON IMPORT

NO OTHER VERSIONS AVAILABLE

NO OTHER VERSIONS PLANNED

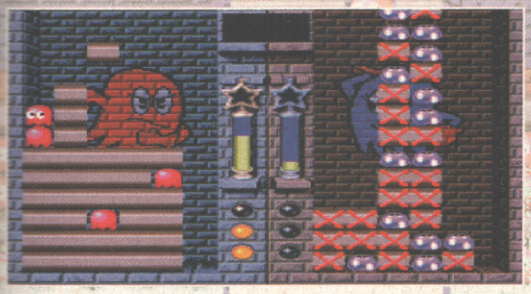
PAC ATTACK

THIS IS PAC MAN AND TETRIS WITH AN EXTRA TWIST...

You wouldn't think it possible to combine Tetris with Pac Man, but once you play Pac Attack you'll see that it is. The concept is familiar: you have to prevent falling items from filling the screen; the difference, though, is that ghosts attach themselves to falling blocks. Every so often, Pac Man makes an appearance and you have to align him so that he can gobble up as many ghosts as possible. Pac moves via the shortest route to the bottom of the screen, bouncing off side blocks until he reaches a dead-end and vanishes.

Luckily, you can rotate blocks after they've landed, and remember all blocks collapse into any gaps not yet occupied by ghosts. This means you have to think beyond just fitting a falling block into a gap and work out where it'll end up squeezing into!

▲ *The fairy will only appear when the screen is almost full. Try and guide her to an empty space and she'll cast a spell destroying any ghosts below her.*



▲ *This head-to-head option is played in rounds of three. You can handicap an opponent with separate speed settings. Eating ghosts fills up your star tube in the middle of the screen. When filled it will summon a fairy. The only notable absence in this mode is not being able to play against the CPU.*

▲ *Pac can't munch through bricks, so when he reaches a dead-end you'll lose him. After the screen gets filled past the half-way mark it becomes very difficult to regain control of the game.*

▲ *In puzzle mode, the object is to clear the screen of ghosts. While Pac falls you have the option of rotating him independently from the block he's attached to. You can then launch him in any direction you want.*

▲ *Stone blocks form ledges which trap other falling blocks. It's possible to destroy them by incorporating them into a row of bricks across the screen.*

▲ *The main tactic is to get the ghosts in a straight line. The zig-zag layout shown here is perfect but almost impossible to achieve.*

ALTERNATIVES

MEGA DRIVE

Dr Robotnik's Mean Bean Machine

Konami/£44.99

Play against the Doc from Sonic to match up four beans of a similar colour. Highly challenging and original enough to be considered a classic. Smartly presented and themed.

Issue 146: 90%

SNES

I thought I'd had enough of this sort of thing, but this is such a fresh approach that the addiction is revisited. Pac Attack Requires far more complex strategies than Tetris over its hundred levels, and is more involving thanks to an extra element of control over Pac himself. Funky music and clear graphics enforce the appeal.

DENIZ AHMET

GRAPHICS	88
SOUND	86
PLAYABILITY	90
VALUE	86

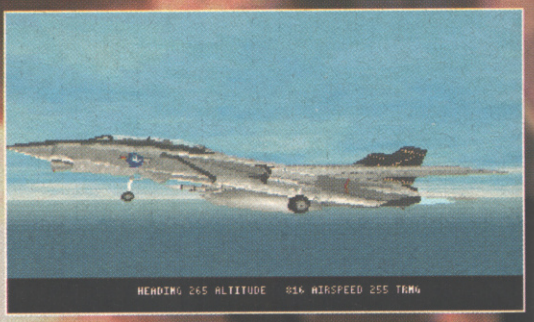
OVERALL

87

● GAME DESIGN BY **SNK** ● GAME BY **NAMCO** ● CONTACT **NAMCO** (071 581 5515) FOR INFORMATION ● CART **8 MEG**

■ PC
■ FLIGHT SIMULATOR
■ £44.99 ■ OUT APRIL
■ NO OTHER VERSIONS PLANNED

FLEET DEFENDER



TAKE TO THE SKIES IN AN F-14 IN THE LATEST FLIGHT SIM FROM THOSE GUYS AT MICROPROSE...

Remember the movie Top Gun? Well if you 'feel the need, the need for speed', Fleet Defender is MicroProse's latest jet fighter sim, a carrier-based simulation of the US Navy's F-14 Tomcat.

With the look and feel of F-15 Strike Eagle 3, Fleet Defender has all the features you'd expect to find in a flight sim: digitised voices, external views and to top it all off it's beautifully presented. Within minutes you can take to the pastel blue skies with the Ghostriders or join the strike wing of the superbly named Pukin Dogs, adjusting the difficulty level to suit your flying ability.

It isn't the prettiest of sims but there's plenty of variety in the missions. But if you already own something like TFX is it really worth buying?

▲ Strap yourself in, line your plane up on the steam catapult and whoosh... launch yourself into the wild blue yonder.

▲ F-14 has training missions, single missions and a full blown campaign option.

▲ Like any good flight sim, F-14 has a positive plethora of outside views. Apart from the usual cockpit angles, missile and enemy views, F-14 boasts a padlock view which pans around independently tracking the nearest target. It's a bit fiddly but it looks quite nice.

▲ The graphics engine is based on the old F-15 3 model and although it's quite versatile, the resolution is often poor turning the horizon into a jumbled mass of pixels.

▲ Your F-14 can packs a hell of a punch and can be set up to carry Sidewinders, Sparrow missiles and Phoenix.

▲ It's amazing the huge variety of idiots who will try and attack your aircraft carrier. Here for example is the Russian built helicopter the Hind. Yesterday I tracked a UFO. Honest, I did.

▲ The F-14 has a distinctive cockpit. It's a bit restricted but once you get used to it you'll be wasting Hind 24 helicopters with ease.

■ PC

Yet another flight sim for the PC. Although it's nice to try and fly a heavily laden F-14 Tomcat, there's nothing here that really grabs you by the shoulders and urges to dump your other sims in the wastebasket. The graphics are thickly drawn, lacking the crisp edge of TFX, and despite being solid and playable, the gameplay is short on originality and, ultimately, depth.

■ *PAUL RAND*

ALTERNATIVES

MEGA DRIVE
■ F-22 Retaliator
■ EA/£44.99

This was the first flight-sim for the Mega Drive and is still one of the best. Loads of missions, smooth graphics and excellent.

■ Issue 96: 91%

■ GRAPHICS	75
■ SOUND	85
■ PLAYABILITY	82
■ VALUE	80

OVERALL ■

81

BUBBA 'N' STIX

CD32

PLATFORM PUZZLER

£25.99 OUT NOW

MEGA DRIVE AND AMIGA VERSIONS ALSO AVAILABLE

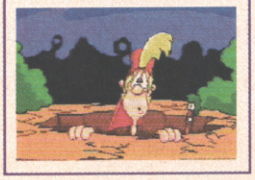
NO OTHER VERSIONS PLANNED

THAT CONVERSION BUS KEEPS ROLLING AS BUBBA 'N' STIX HIT HOTEL CD32

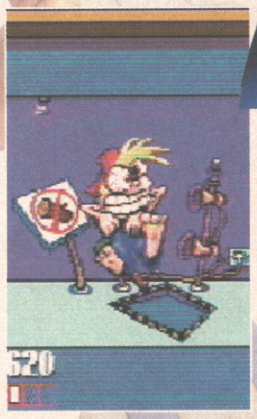
Thunderhawk aside, Bubba 'N' Stix is rapidly turning into Core's best game, and deservedly so. It's usually a dangerous recipe mixing platforms and puzzles but Bubba 'N' Stix comes up with some impressive results. The platform element is varied and fun, and while the kind of puzzles on offer could easily have been boring, with Stix on hand to be manipulated it's great fun just trying different things out.

If you're one of those computer owners who hasn't upgraded to the CD32 yet, then why not check out the standard Amiga version? This is the same game except for the awful adult film style music and lack of an animated intro, and it picked up a glowing 88% from my good self in Issue 147.

▼ One of the main differences between the CD32 and the standard Amiga version is this tasty cartoon intro which is similar to Core's intro on Chuck Rock 2.

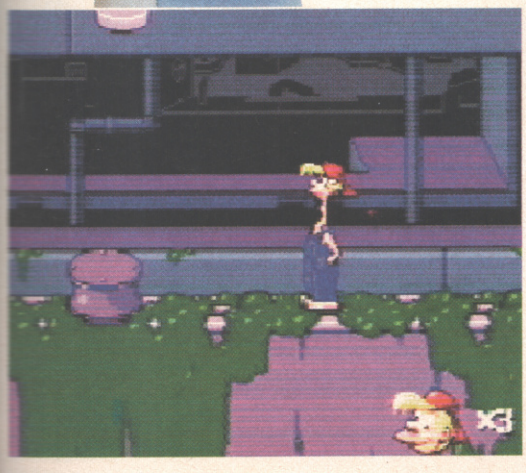


▲ Here's the first time that you'll come across Waldo, the game's main baddy. Except he isn't. You see he's just a servant for a much more powerful alien and in reality is a bit of a bumbling fool and not out to hurt Bubba at all.



▲ Here's a puzzle from the last level. This detector won't allow Stix through so what ya gonna do about it?

▼ Like any platform game worth its salt, Bubba 'N' Stix features a whole host of amusing animations if Bubba is left alone for any length of time. These range from the usual (Bubba looks at his watch) to the downright wacky (Stix is picked up and used as a flute).



OTHER VERSIONS

The Mega Drive version lacks some of the Amiga's colours and the sound is mediocre, but otherwise it's just as good. A pleasant change from the usual Mega Drive fare.

MEGA DRIVE
● REVIEWED ISSUE 149 ● 85%

AMIGA
● REVIEWED ISSUE 147 ● 88%

CD32

I love this on Amiga and this is the same so, yep, I love this too. The animated intro is great, as is the speech and sound FX that have been added throughout the game. Apart from this the only difference is the addition of some fantastic CD music which complements the game perfectly and is heaps better than the original score. Mighty fine stuff.

RIK SKEWS

GRAPHICS	85
SOUND	91
PLAYABILITY	88
VALUE	87

OVERALL

88

● GAME PROGRAMMED BY **CORE DESIGN** ● CONTACT **CORE DESIGN (0332 297797)** FOR MORE INFORMATION

■ MEGA-CD ■ £44.99 ■ ADVENTURE ■ OUT NOW

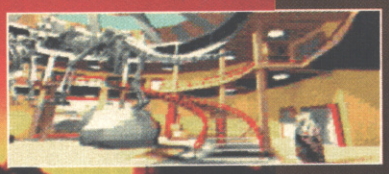
■ OTHER VERSIONS SNES/MEGA DRIVE/ SNES/PC/AMIGA/NES/GAME BOY

JURASSIC PARK

WITH THE MEGA DRIVE VERSION BEING LESS THAN IMPRESSIVE, SEGA HAS PULLED OUT THE STOPS FOR THE CD VERSION TO SALVAGE SOME CREDIBILITY...

For Mega-CD Jurassic, Sega has wisely chosen to abandon the film's plot and concentrate on a storyline which actually allows them to make a decent game. It starts where the film left off. Dr Grant and co have been airlifted off the island, but as they leave you arrive, sent by InGen to recover dinosaur eggs. On reaching the island your helicopter crashes, and from that point on you're on your own.

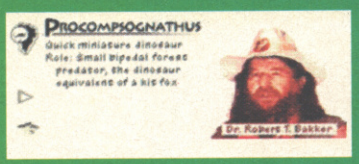
The game takes a novel approach to adventures, mixing video footage and traditional drawn graphics with a first-person perspective game style. It uses a point-'n'-click interface with a cursor that lets you scroll the screen and click on objects to pick them up, take a closer look or use them. The gameplay is also very open, which enables you to explore the game in any order you like.



▲ When you move between locations you're treated to awesome video sequences such as this, when you enter the visitor centre.

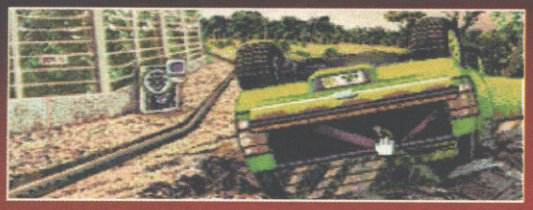
▲ This is the T-Rex enclosure, but the occupant isn't home. In fact Rex is roaming around, and if you hang around too long you hear her footsteps and digitised roar. Watch out you don't end up as lunch.

◀ Triceratops is a nice animal – unless it spots you. At which point it's time to get out of the way of a four-foot horn powered by 20 tons of dinosaur charging at 30mph.



One of the best features is the information booths which tell you about the park's dinosaurs. They're fronted by beardy dino-expert Dr Robot Bakker who's been digitised into the game. He plies you with loads of interesting snippets of info about dinosaurs and their habits.

▲ As in the film, the Raptors are the deadliest dinosaurs next to Rex herself. Aside from their razor-sharp claws, they move extremely quickly across the screen and are almost impossible to out run.



▲ Remember this jeep from the film which T-Rex decided to play with? Well here it is. It's not much use to you, but a search of the boot reveals a pair of wire cutters which come in very useful later.

▲ One of the puzzles is working out how to cure the sick triceratops so you can get into the bunker. We could tell you how to do it, but that would spoil it for you, wouldn't it?

▲ Your primary mission is to collect at least one egg from each breed of dinosaur and return them to the incubators in the visitor centre. It's not that easy, since the dinosaurs which laid them aren't that keen on giving them up.

▲ When you find something interesting the cursor changes to a magnifying glass when it passes over it. You can then click on the object to take a closer look.

◀ These little Compys don't look very dangerous, but do your best to avoid them if you're running low on energy.

SECOND OPINION

A lot of original graphical touches have been used in this game and it makes a refreshing change to find a CD that's not been filled with pointless full motion video. Sound too, has been used well with plenty of gut wrenchingly realistic FX, although the music isn't very atmospheric. Hardly an interactive movie but it's high playability that makes it a fine licence all the same.

■ *RIK SKEWS*

TAKING CONTROL

1. It's essential to access the control centre early on in the game. Clicking on the computer terminal in the centre of the screen calls up a number of options

2. From the terminal you can access the videophone, which puts you in touch with your base on the mainland. It's worth checking regularly to see if any messages have arrived which contain clues as to how to defeat particular dinosaurs.

3. The terminal also provides you with a map of the dino park, although it's not much use to you until you start overcoming the many obstacles which block your route further into the park.

OTHER VERSIONS

MEGA DRIVE/SNES

■ Jurassic Park
■ Sega/£49.99

The cartridge effort, by Sega US, is a decent platform game, but not as good as Sega's Gunstar Heroes and Jurassic on SNES is much better too.

■ Issue 144: 65%
■ Issue 144: 87%

PC/AMIGA

■ Jurassic Park
■ Ocean/ £29.99/£24.99/ £44.99

The floppy version is a combination of top-down arcade action and first-person perspective maze game. The mix works well, certainly better than the Mega Drive cartridge version.

■ Issue 144: 89%

■ MEGA CD

To my surprise Jurassic Park on Mega-CD is actually very enjoyable. The Cinepak video sequences break up the game nicely, as do the little information snippets on the dinosaurs. This is a decent and inventive licence; it's not quite the interactive movie we were promised, but impressive all the same.

■ *MARK PATTERSON*

■ GRAPHICS	92
■ SOUND	95
■ PLAYABILITY	86
■ VALUE	87

OVERALL ■

87

RAPTOR-OUS...

● There are loads of theories as to how the dinosaurs died out. Sensible people reckon it might have been due to climate change or disease, while those who are a couple of sarnis short of a picnic go on about alien viruses or that they ate each other until only Nessie was left, or something.

BATTLE ISLE 2

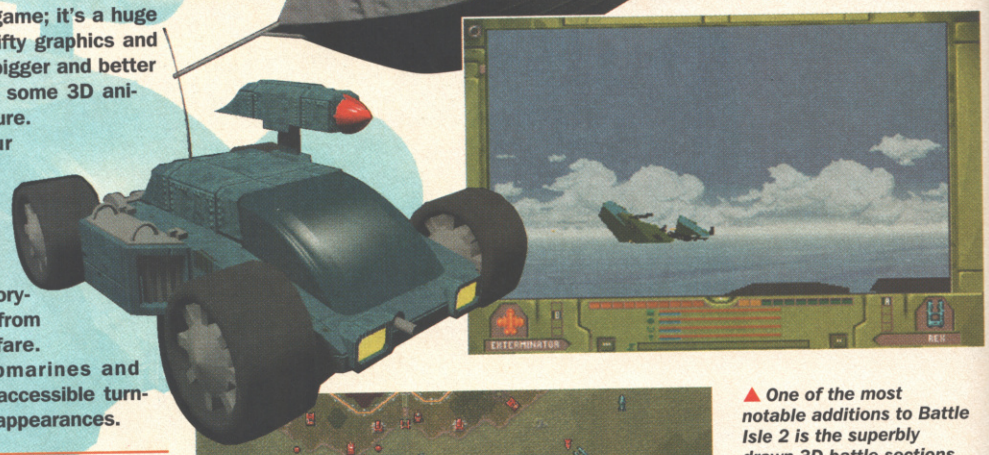
■ PC CD-ROM
■ STRATEGY
■ £49.99 ■ OUT MAY

■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

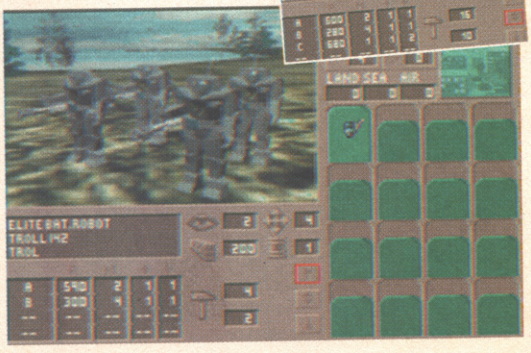
BLUEBYTE BLASTS BACK WITH A FOLLOW UP TO BATTLE ISLE, A REVAMP THAT'S BIGGER, BETTER AND TOTALLY ADDICTIVE...

Battle Isle 2 is a strategy war game; it's a huge hex-based affair with some nifty graphics and very addictive gameplay. It's bigger and better than the original and even throws in some 3D animated combat scenes for good measure.

The aim is to marshall your forces and to beat the enemy into the ground, capture his buildings and to occupy his HQ with a cheery smile. And instead of playing map after map like the original, Battle Isle 2 has a plot and a developing storyline that involves and distracts you from the repetitive grind of attrition warfare. With tanks, buggies, planes, submarines and artillery, Battle Isle is an extremely accessible turn-based game. Don't be put off by first appearances.



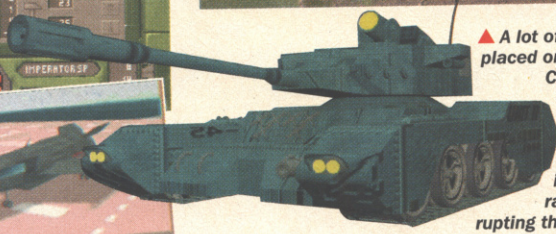
▲ *Visual range is limited depending on what vehicles are in the area, the landscape, the weather conditions and radar cover. A menacing red mask sits over the area you can't see.*



◀ *Battle Isle 2 isn't just about blowing up tanks and mechanised infantry. As the game progresses and you move through the maps you gain access to battleships, aircraft and huge howitzers.*

◀ *If you have a modem you can play over the phone against a friend. Better still, if you have access to a network (yeah fat chance I know) Battle Isle 2 allows up to seven players to battle it out against each other.*

▲ *One of the most notable additions to Battle Isle 2 is the superbly drawn 3D battle sections. Once you've made a move on the map, the result is shown in 3D!*



▲ *A lot of emphasis is placed on supply lines. Charge in without support and you're going to be in trouble. Of course, destroying your enemy's rail links and disrupting the supply units is the first step towards a winning strategy.*

ALTERNATIVES

AMIGA
■ Campaign 2
■ Empire/£34.99
Campaign 2 is a hugely complex challenge that combines strategic planning with a 3D fighting section where you can control tanks, jeeps, helicopters and infantry
■ Not previously reviewed

■ PC

Battle Isle 2 is huge and with three levels of difficulty it's tough to beat. Like chess it's no good just wiping out your opponent's pieces one by one, you must have an overall strategy. It's tremendously engaging but on the later levels the computer takes a ridiculously long time to make its moves and sadly this pulls it down a peg or two.

■ *MARK PATTERSON*

■ GRAPHICS 85
■ SOUND 89
■ PLAYABILITY 92
■ VALUE 84

OVERALL ■

88

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● GAME BY **BLUEBYTE** ● CONTACT **BLUEBYTE (0727 868005)** FOR INFORMATION

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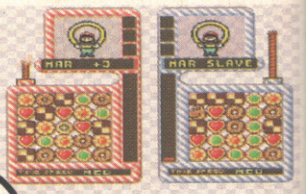
YOSHI'S COOKIE

■ SNES
■ PUZZLE
■ £44.99 ■ OUT NOW
■ NO OTHER VERSIONS PLANNED OR AVAILABLE

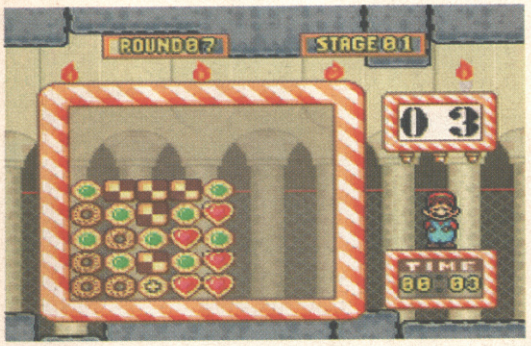
FROM THE CREATOR OF TETRIS COMES A PUZZLE GAME FEATURING FAMOUS NINTENDO CHARACTERS...

Puzzle games nearly always manage to be addictive, if nothing else. Tetris is living proof of this, but so also is Yoshi's Cookie, which like the former will soon acquire cult puzzle game status.

If you've ever played Connect 4 you'll understand the principle behind this game. The object is to make a vertical or horizontal row of similarly patterned tiles. New columns and rows of cubes enter the screen from the top and right-hand side, and like Tetris they gradually appear at a faster rate. So, unless you manage to match up tiles and clear a space quickly the screen clogs up and you lose a life. Two distinct sub-games feature a second player and extra puzzles, which should help ensure that Yoshi's official UK release is as successful as the import version a year ago.

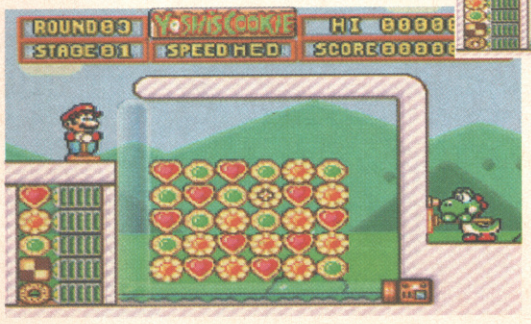


▲ *Two-player mode is basically the same as the main game except that you have to clear each puzzle before your fuse runs out. Each correct match replenishes your fuse.*

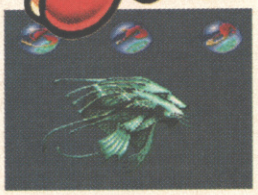


▲ *There's an assortment of tiles in this sub-game. You get a limited number of moves to clear the tiles – and a time limit adds to the pressure. You'll find this game good practice for the main challenge.*

The graphics are very functional. Don't expect any startling animations, changing backdrops are all you get I'm afraid. ▶



◀ *You have cursor control over any tiles on-screen. Pressing a key shifts the entire column or row like one of those sliding picture puzzles. A matched row of similar tiles is moved off-screen. Clear the screen to move to the next stage.*



▲ *There's a selection of characters, each offering different strengths and weaknesses relating to a whole host of things – the length of fuse in two-player mode for instance.*

■ SNES

As puzzle games go this is the best available alternative to Tetris. The Mario characters give it appeal to younger players, but it'll hook the older ones, too. Some of the puzzles are very tricky and quick reflexes are vital. Each time you plug in Yoshi's Cookie you can rest assured you're getting good value - the puzzles are always different.

■ *DENIZ AHMET*

■ GRAPHICS 60
■ SOUND 65
■ PLAYABILITY 88
■ VALUE 83

OVERALL ■

85

ALTERNATIVES

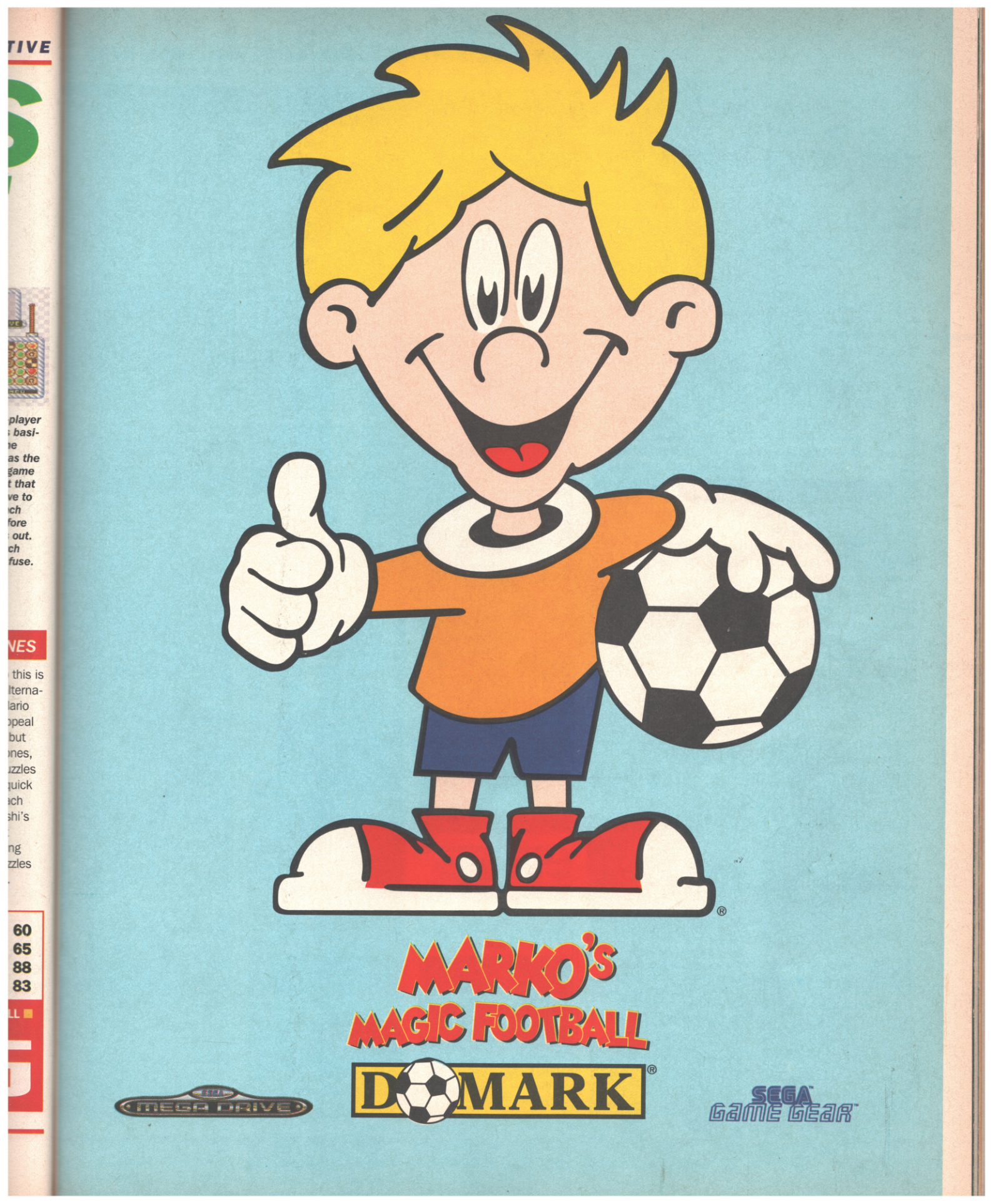
WORLD BEATER

■ **Tetris GB/Amiga/PC/ Nintendo and others**

■ **£various**

Has genuine appeal for all ages and both sexes. Rotate falling blocks and match them up, before they pile up to the top of the screen. A rare example of repetitive gameplay which is playable.

● GAME BY **VIC TOKAI (0604 671 415).** ● PREVIOUSLY AVAILABLE ON **IMPORT**


MARKO'S
MAGIC FOOTBALL
DOMARK
MEGA DRIVE
SEGA
GAME GEAR

■ SNES ■ £49.99 ■ SPORTS SIM ■ OUT MAY
■ MEGA DRIVE VERSION AVAILABLE, PRICED £39.99
■ AMIGA, PC AND JAGUAR VERSIONS PLANNED

KICK OFF 3

CVG GOLD

ANCO'S LATEST FORAY INTO THE WORLD OF VIDEO FOOTBALL EMERGES AS POSSIBLY THE BEST WE'VE EVER SEEN...

Sega conversions of Anco's Amiga soccer spectacular Kick Off 2 were of comparable quality to the original, but unfortunate SNES, NES and Game Boy fans got a woefully inadequate version that played like a brick. Now, Anco has gone back to the drawing board, ripped up the original spec and come up with Kick Off 3, a game very different to its previous effort.

Not only has the screen switched from a vertically scrolling, bird's eye view to a horizontally scrolling 'watching from the stands' pseudo 3D affair. Unlike all other football games using this view, the ball doesn't stick to your player's foot; instead, it rolls freely like a real ball should. There's also a radically different approach to player control; a new method using 'playmakers' has been employed to allow the computer teams to play in a similar style to their real-life counterparts. It all sounds rather exciting – delve into the review and find out more.

▲ *There are 32 different international teams included in Kick Off 3, each with its own strengths and weakness – or just weaknesses if you choose Australia.*

▲ *All four SNES fire buttons are used to perform different types of kick. Pressing A performs a pass, while B allows you to punt the ball or shoot on goal. X lets you knock the ball just ahead of you, allowing you to dribble and run round opposition players, and hitting Y produces a lob – handy for when the keeper is off his line.*

▲ *Kick Off 3's action replay feature not only kicks in after the scoring of every goal, you can also call up a manual VCR-style replay at any time in the game.*

▶ *To take a penalty, simply hit the fire button and, before your player kicks, push the D-pad in the direction you wish the ball to travel.*

THE SEEK AND SCORE FEATURE

1. The playmaker feature really makes a difference to the way football is played on console.

2. Instead of just kicking the ball blindly around like Ipswich players.

3. ...your playmakers will actually seek out the player with the best chance of scoring.

4. Her maker so tha

● APP
A JAPA

▲ Go in with a particularly heavy tackle and you're going to pick up a yellow card. Do it again, or perform a professional foul, and you're off the pitch.

▲ Unlike so many soccer games available, Kick Off 3 has the offside rule built in, which makes for a more realistic game. The pass-back law is included, too.

▲ Your average football team will have players who look for ways to feed the ball to the strikers and open up play, this is replicated in Kick Off 3, so that when the ball reaches a playmaker he'll look for the player with the best chance to score.

▲ When the ball is in the air the firebuttons also allow actions such as overhead kicks and flying headers.

SECOND OPINION

I've played some football games in my time, and I can honestly say that this is the most playable, involving and impressive of the lot. Bar none. The graphics aren't up to FIFA standard but I don't care, because the gameplay will have you playing long after other soccer sims have curled up their toes. Kick Off 3 is brilliant. ■ *DENIZ AHMET*

OTHER VERSIONS

Mega Drive, Amiga, PC and Jaguar versions of Kick Off 3 are almost complete. All versions of the game will be very similar to the SNES one, with the Jaguar game having superior graphics and sound.

■ EXPECTED: JUNE

■ SNES

You want a soccer game that's involving, realistic and as addictive in the long term as the day you first bought it? Then you really must choose Kick Off 3. The new playmaker feature adds an exciting dimension and you get rather jumpy the further you advance on goal. I'm a big fan of Kick Off 2 on Amiga, yet I'd say that this one beats its daddy hands down. ■ *PAUL RAND*

CAN YOU KICK IT?

4. Here's the England playmaker passing into space so that the winger can...

5. ...score a terrific goal – what a belter! Well worth watching again.

6. You can forgive the scorer for this blatant display of egotism.

ALTERNATIVES

MEGA DRIVE

■ **Sensible Soccer**

■ **Sony/£34.99**

One of the most playable soccer sims available on any machine, this scored very highly when reviewed, but Kick Off 3 is looking more intricate and more enjoyable, but it's still a classic.

■ **Issue 145: 94%**

■ GRAPHICS	80
■ SOUND	85
■ PLAYABILITY	95
■ VALUE	95

OVERALL ■

96

● APPARENTLY, THE ORIGINAL SNES VERSION OF KICK OFF HAD ITS NAME CHANGED TO PRO SOCCER BECAUSE OF LEGAL HASSLES WITH A JAPANESE ZIP MANUFACTURER WHICH, UNBELIEVABLY, WAS CALLED KICK OFF!

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS

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SPORTS SIMULATION
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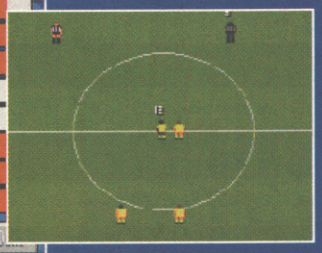
NO OTHER VERSIONS AVAILABLE

KRISALIS, BEING A FIRM MAN U FAN, IS ABOUT TO RELEASE ITS THIRD OLD TRAFFORD LICENCE...

Despite being a Tottenham fan even I have to admit the current United team are probably the finest football side I've seen. This enables me to be clever since I can tie in Manchester United's club form to the state of the games that Krisalis has released which feature them.

The first Man Utd game that came out on the Amiga back in 1990 was pretty ropey, much like the team at the time. The sequel (Manchester United Europe) which came out around a year later was a bit better, again like the team at the time. Both these games featured a horizontally scrolling, pseudo 3D perspective as though you were watching from the stand, whereas this new version employs the Sensisoccer viewpoint. Now it's 1994 and Manchester United look like they're on for a win-tastic season. And it looks like Krisalis is on to a bit of a winner too with this excellent Amiga footy sim.

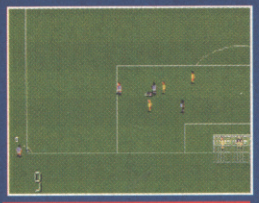
▲ *Information on every character can be called up and every player has his own set of accurate statistics. Each team has three star players and in Spurs' case one of them is Darren Anderton who's shown here.*



▲ *Here's an example of the game's realism. This is Tottenham and there's a black player wearing the number 12 shirt who fans will realise is Jason Dozzell. This makes a difference when playing the game because you can pick the right person to pass to, for instance Teddy Sheringham when he's in front of goal.*

The best feature in the game is the Tactigrid. Not only can you change formation but you can also move players anywhere you desire around the grid. ▶

▼ *One of the weaker aspects of the game is corner taking. It's quite hard to be accurate with your shot.*

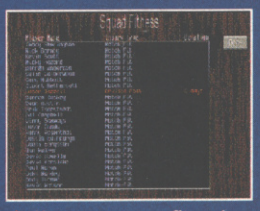


ALTERNATIVE

SNES
Sensi Soccer
Sony/£49.99
The SNES version is even better than the Amiga original since it is a helluva lot tougher. Simply incredible gameplay with awesome control. Legendary.
Issue 146: 95%

CVG HIT!

▲ *All the correct kits are present and you can choose which one you want so as to avoid strip clashes.*



▲ *Keep your team fit and injury free and you'll do well.*

AMIGA

Tactically this is fantastic with all the right people, squad numbers and formations. Realism scores highly too, with well animated goalkeepers, realistic weather conditions and a range of injuries. And it plays brilliantly, but the control is just a touch weak in places (especially when shooting at goal) and as such Sensi still reigns. But only just.

RIK SKEWS

GRAPHICS	73
SOUND	87
PLAYABILITY	89
VALUE	90

OVERALL

90

THE GOLDEN JOYSTICK AWARDS!

IT'S TIME TO PUT PEN TO VOTING PAPER IN THIS YEAR'S EMAP GOLDEN JOYSTICK AWARDS, AS WE FIND OUT JUST WHAT WAS YOUR FAVOURITE GAME...

It's that time of year when YOU, the readers of CVG, get to make your mark on the world of computer and video gaming by voting for your favourite games of the past year and award their creators the greatest prize available – the coveted Golden Joystick – plus give yourself the chance of winning a hefty software prize in the process!

We're always telling you what we think of games, now you can tell us!

This year's EMAP Golden Joystick Awards are set to be the most hotly contested ever in their 12-year history, with more games released during 1993 than ever. The entire software industry fights tooth and nail to attend the event, and as well it might – it understands that The Joysticks are the awards to win as they're voted for by the people who count – YOU!

To the right are the categories which you can vote for, complete with an example of the type of game you should be voting for, so that you don't get mixed up and put Streetfighter Turbo in the Best Original Console Game category. Simply write down what you think should win on the voting form, add your name and address and the machine you own, and send it to **I'D BE A BIT THICK IF I DIDN'T VOTE FOR THE JOYSTICKS, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU**. Make sure your entry reaches us by **May 14 1994**, otherwise you'll not stand a chance of winning the **£100 software prize**.

THE EMAP GOLDEN JOYSTICK AWARDS 1994 – VOTING FORM

BEST CONSOLE SIMULATION
Eg: THX Attack Chopper _____

BEST COMPUTER SIMULATION
Eg: F-117A Stealth Fighter _____

BEST LICENSED CONSOLE GAME
Eg: Mortal Kombat _____

BEST LICENSED COMPUTER GAME
Eg: Lethal Weapon _____

BEST ORIGINAL CONSOLE GAME
Eg: Populous II _____

BEST ORIGINAL COMPUTER GAME
Eg: Syndicate _____

CONSOLE GAME OF THE YEAR
Eg: Super Mario Kart _____

COMPUTER GAME OF THE YEAR
Eg: Goal! _____

SOFTWARE HOUSE OF THE YEAR (CONSOLES)
Eg: Virgin _____

SOFTWARE HOUSE OF THE YEAR (COMPUTERS)
Eg: Team 17 _____

BEST AD OF THE YEAR
Eg: A bit obvious, really _____

BEST ORIGINAL CONSOLE ACTION GAME
Eg: Gunstar Heroes _____

CONSOLE PROGRAMMER OF THE YEAR
Eg: Dave Perry _____

COMPUTER PROGRAMMER OF THE YEAR
Eg: Pete Molyneux _____

NAME: _____

ADDRESS: _____

MACHINE OWNED: _____

COMPUTER AND VIDEO GAMES

REMEMBER –
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PLATFORM
£44.99 OUT JUNE
NO OTHER VERSIONS AVAILABLE
NO OTHER VERSIONS PLANNED

BUGS BUNNY IN RABBIT RAMPAGE

YES BUGS IS DESTINED FOR PLATFORM LAND, BUT WITH SOME NEW IDEAS FOR AN OLD FAVOURITE...

It's not the most original concept around - a platform game for a cartoon licence that is, but done properly you have scope for plenty of imagination and creative gameplay. Bugs is exactly this. It's not pushing back boundaries in any way, though as you stride through the varied levels crammed with familiar cartoon gags and traps you find the elements of surprise and intrigue keeping you hooked.

This game pokes fun out of classic Bugs cartoons and your opponents are all Warner Bros characters. Bugs' methods of attack are inspired, and apart from his highly animated kick, punch, spin and bum splats, Bugs can also gather various ACME devices to hand. Essentially, it's the variety and creativeness of these devices which give the game its appeal.

● GAME BY **SUNSOFT** ● CONTACT **MARUBENI (071) 826 8816** FOR INFORMATION ● CART SIZE **16 MEG**

▲ *In the third level the objective is to lure the bull into the target posts shown here. Smash them all before Bugs can set the trap for him and complete the stage.*

▲ *The variety of ACME devices provide plenty of interactivity, and they are also rather funny too!*

▲ *Remember this guy? He's mean and his bullets chase you until you hit them away. Stay close and jump his head quickly to win.*

CD32
TRIVIA
£29.99 OUT NOW
AMIGA VERSION STILL AVAILABLE, PC ON BUDGET
NO OTHER VERSIONS PLANNED

TRIVIAL PURSUIT

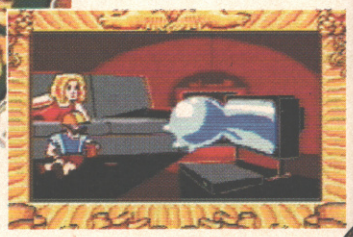
A FAIR CONVERSION OF CDTV TRIV...

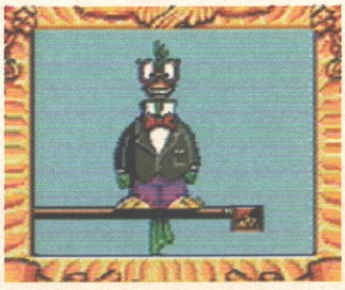
THE CLASSIC BOARDGAME GETS COMPUTERISED COURTESY OF DOMARK AND THE CD32.

About eight years ago no Christmas dinner would be complete without a game of Trivial Pursuit afterwards. Around about the same time came the first of the computer conversions on to the C64, Spectrum and Amstrad. These were quite good fun but the limited memory restricted the number of possible questions. Still they introduced a couple of innovative features, namely real music and sound to listen to and real pictures to look at instead of simply questions. This CD32 version is essentially a repackaged version of the old CDTV game from about three years ago. Now we've got CD quality music and sound FX to listen to and photorealistic images to gawp at. But is this package any better than the boardgame?

▲ *Throw the die and head for your favourite topic. Mine's 'Throw Again' as it's the only way I get another go.*

▲ *Science and Entertainment sees him blasted into space.*

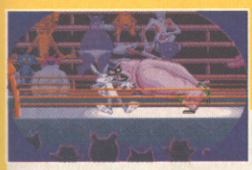




◀ *MC Russell is the game's host. He guides you through each section. At first he's appealing (thanks to wonderful animation), but he soon becomes irritating. Thankfully you can turn him off.*

▲ *Trivial Pursuit has a smart intro reminiscent of Super Space Invaders, another Domark product. It starts off with a family sitting round a TV playing Trivial Pursuit. The man gets sucked in and ends up appearing in famous moments from history all of which are relevant to each question category.*

● GAME BY **DOMARK** ● CONTACT DOMARK **(081 -780 1540)** FOR MORE INFORMATION



▲ By this stage you realise the best way to defeat bosses is by jumping on their heads. ACME devices have little effect.

This witch casts a spell which turns Bugs into a tap-dancing frog. ▼

The animation and presentation is superb. A paintbrush paints in each new level and the rubber shown here erases Bugs when he dies. ▶

WORLD BEATER

SNES

■ Mickey's Magical Quest
■ Capcom/£45.99

Possibly the most highly polished platformer of any cartoon character. Varied gameplay and stunning visuals. Highly impressive but too easy because of the infinite continues.

■ Issue 135: 87%

■ SNES

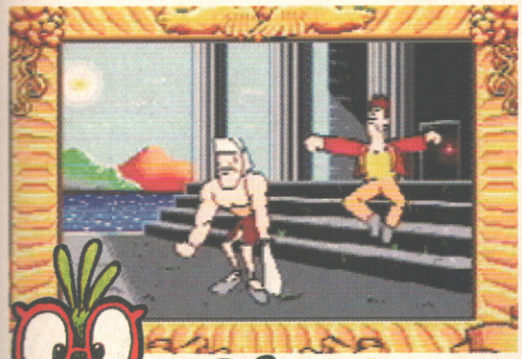
This game captures the appeal of Bugs. It's funny, well-animated and the levels feature memorable Bugs themes. The gameplay is flawed though, by questionable sprite detection when Bugs tries to kick grouped baddies, and the absence of your ability to attack while jumping. Apart from that it's highly enjoyable.

■ *DENIZ AHMET*

■ GRAPHICS	93
■ SOUND	88
■ PLAYABILITY	86
■ VALUE	80

OVERALL ■

83



▲ In the history section the man comes up against a Roman soldier. Like, interesting, eh?

OTHER VERSIONS

Most versions are ancient and unobtainable. The Amiga and PC games are like the 8-bit versions, and to be honest you'd probably be better off playing the boardgame.

CDTV
● NOT PREVIOUSLY REVIEWED
AMIGA
● NOT PREVIOUSLY REVIEWED
PC
● NOT PREVIOUSLY REVIEWED

■ CD32

It succeeds more than most boardgame conversions because of its quality graphics and sound, but Triv' fans are hardly going to want to sit around a monitor, and games fans won't rate this above the latest platformer or beat-'em-up. Nice try though. This and the CDTV version are the best small-screen trivia games to date.

■ *RIK SKEWS*

■ GRAPHICS	70
■ SOUND	82
■ PLAYABILITY	58
■ VALUE	55

OVERALL ■

59

OUT NOW ON CD

IF YOU'VE A FLASH NEW CD GAMES MACHINE HERE'S SOME SUGGESTIONS ON WHAT AND WHAT NOT TO BUY FOR IT...

LAWNMOWER MAN / PC CD-ROM / SCI / £54.99

This is easily one of the best looking CD-ROM titles yet, combining stunning ray-traced graphics with generous amounts of FMV footage. The gameplay is just as good, with excellent variety in the levels.

■ Issue 148: 88%

VOYEUR / CD-I / PHILIPS / £39.99

This is the closest thing yet to an interactive movie, with a strong plot, excellent sound and visuals and a full complement of villains to boot. Easily the best CD-I game at the moment.

■ Issue 147: 87%

LIBERATION / CD32 / MINDSCAPE / £34.99

The follow-up to the awesome Amiga game Captive, blows everything else on CD32 out of the water. The sound effects and music are stunning as is the gameplay, which will grip you right from the off.

■ Issue 147: 95%

REBEL ASSAULT / PC / CD-ROM / LUCASARTS/ £49.99

If you're a Star Wars fan, this is a must buy, if you're not you'll still need a very good reason not to buy this. The graphics are amazing, as is the soundtrack, combined with a dozen varied levels. Excellent.

■ Issue 146: 93%

BUT THERE'S ALWAYS ONE THAT HAS TO GO AND SPOIL EVERYTHING...

LABYRINTH OF TIME /CD32 / ELECTRONIC ARTS /£24.99

This PC conversion features some stunning ray-traced graphics which form the basis of an utterly dull adventure. Travelling between screens takes ages and there's next to nothing to do.

■ Issue 148: 52%

LIBERATION

■ ALL AMIGAS
■ ADVENTURE
■ £34.99 ■ OUT NOW

■ CD32 VERSION AVAILABLE
■ NO OTHER VERSIONS PLANNED

CVG HIT!

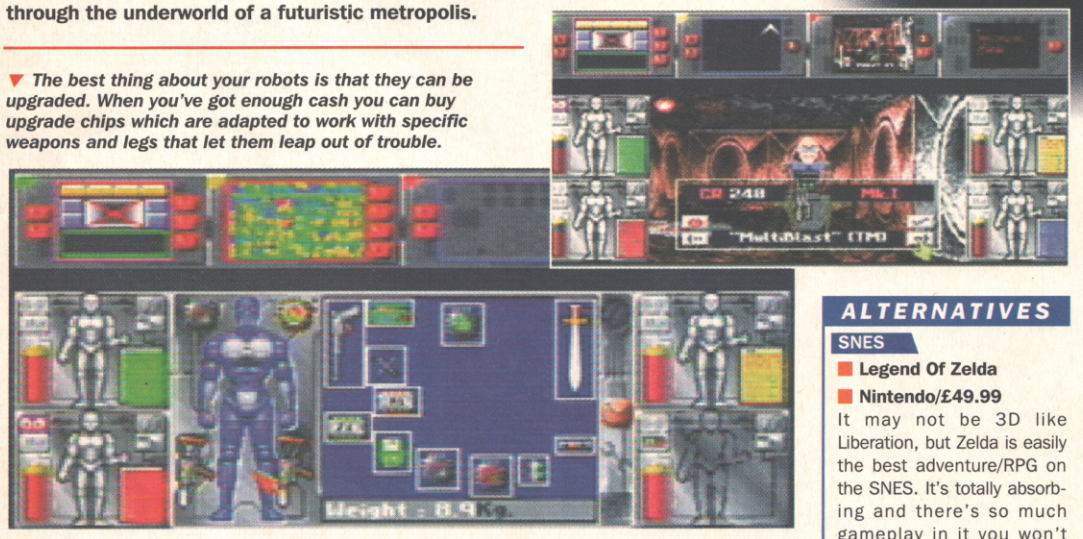
ARGUABLY THE BEST CD32 GAME IS NOW ON ALL AMIGAS, AND YOU DON'T NEED A CD DRIVE TO PLAY IT...

Liberation is without competition on the CD32 – it's simply streets ahead of everything else. Thankfully, for all of us who aren't yet kitted out with Commodore's latest bit of CD-wizardry, Mindscape has managed to cram the game on to a mere five floppies.

Gone is the orchestrated soundtrack and speech which graced the original, but that's about the extent of the cuts. It still retains the same massive levels and totally absorbing gameplay. Set in the 29th century, you're out to blow open a sinister plot to cover-up the fact that police interrogation robots are slaughtering prisoners. The resulting RPG action is a mixture of problem solving and brutality against other robots as you guide your four battle 'droids through the underworld of a futuristic metropolis.

It's important to upgrade your weapons as soon as you can afford to. As you progress through the game you encounter robots with armour that's resistant to weaker weapons. ▼

▼ *The best thing about your robots is that they can be upgraded. When you've got enough cash you can buy upgrade chips which are adapted to work with specific weapons and legs that let them leap out of trouble.*



▲ *Most of your information can be gained from playing around on computer terminals. Here you learn access codes for doors as well as clues as to where to go next.*

▲ *You can talk to the majority of characters you encounter, although not all of them have anything interesting to say. Some will even attack you if provoked.*

▲ *Liberation's graphics are all texture mapped, and A1200 users with a hard drive can have up to 71 texture panels in the game, as opposed to the standard four.*

ALTERNATIVES

SNES

■ **Legend Of Zelda**
■ **Nintendo/£49.99**
It may not be 3D like Liberation, but Zelda is easily the best adventure/RPG on the SNES. It's totally absorbing and there's so much gameplay in it you won't complete it in a hurry.
■ **Issue 112: 92%**

WORLD BEATER

■ **Doom/PC**
■ **Transcend/£37.50**
This may be predominantly action-orientated, but as 3D games go there isn't anything better than this on any machine. It's by far and away the best in its class.
■ **Issue 148: 93%**

■ AMIGA

On an A1200 you just can't beat this. It's got all the features of the CD version with very little disk accessing. Obviously, the 16-bit versions are slower and a lot less colourful, but they retain all the gameplay which is what really counts. You need at least 1.5Mb to get it running, and if that counts you in then you've got to have this.

■ *MARK PATTERSON*

■ GRAPHICS	86
■ SOUND	84
■ PLAYABILITY	95
■ VALUE	94

OVERALL ■

92

● PROGRAMMED BY **TONY CROWTHER.** ● FOR MORE INFORMATION CONTACT **MINDSCAPE (0444 246333).** ● MINIMUM **1.5MB REQUIRED.**

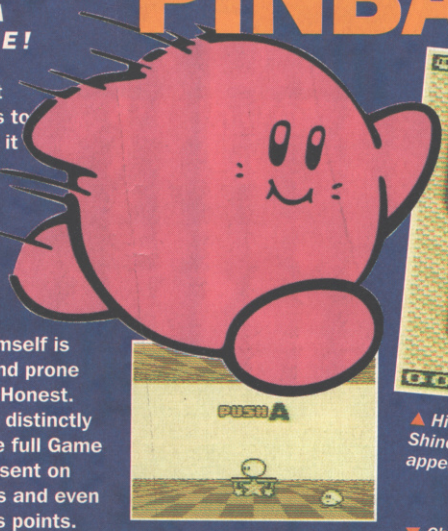
GAME BOY
PINBALL
£19.99 OUT NOW
NO OTHER VERSIONS PLANNED

KIRBY'S PINBALL LAND

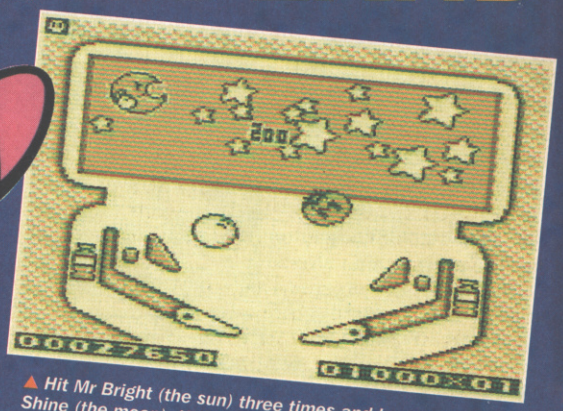
NINTENDO'S LATEST GAME BOY STAR NOW FEATURES IN A FIRST RATE PINBALL GAME!

Never misjudge the Japanese when it comes to the creation of characters to star in the latest video games. Yes, it does seem odd that a small, pink, balloon-like creature can become a huge success, but then again who would have believed a speedy, blue hedgehog could capture the imagination of a generation?

Fresh from success in his Mario-style platform adventure, Kirby returns to Game Boy in a pinball game where Kirby himself is the ball! Sounds crazy, but as he's round and prone to bouncing around, it makes some sense. Honest. Anyway, Kirby's Pinball Land features three distinctly different tables, each one made up of three full Game Boy screens. There's a host of features present on each table, including warps to bonus stages and even big boss baddies to destroy for mega bonus points.

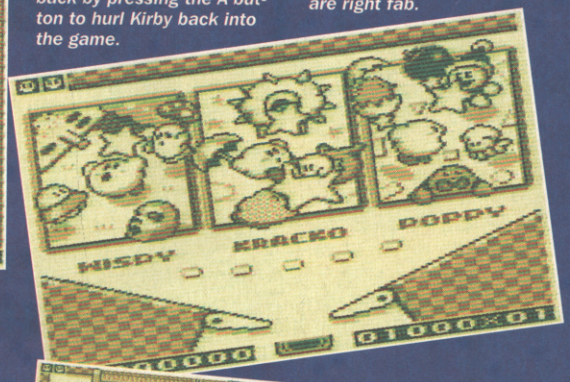


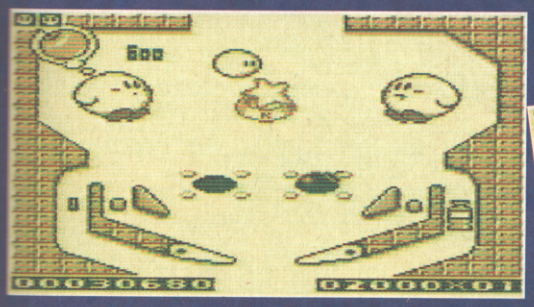
▲ When you fall through the gap between the flippers on the bottom table, you're given one chance to bounce back by pressing the A button to hurl Kirby back into the game.



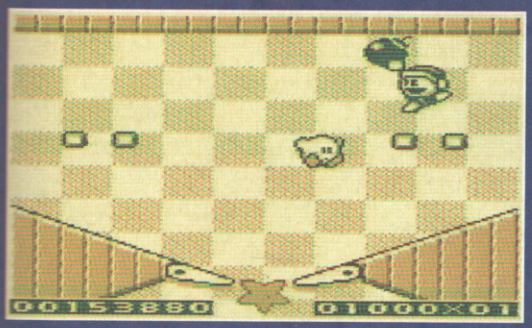
▲ Hit Mr Bright (the sun) three times and he turns into Mr Shine (the moon). Hit him three times and a warp star appears which will take Kirby to Mr Boss (the boss).

▼ Choose from three pinball tables: Wispy-Woods Land, Kracko Land or Poppy Brothers' Land. The names are quite sad, but the tables are right fab.

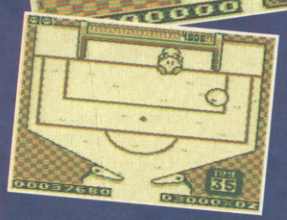




▲ The big Kirby on the right thinks about various objects, and if you bounce little Kirby off it that object appears. Useful items, like warp stars and Maxim Tomatoes, should be kept and bounced into when you can, but many of the objects are only good for building your score and are best got rid of by bouncing off the big Kirby on the right.



▲ You'll not find them in proper pinball, but here in Kirby's Pinball Land boss baddies are lying in wait to ensure that your adventures are short-lived.



▲ Take a look at one of the bonus screens which can be accessed in Kirby's Pinball Land. You're taken there by picking up a warp star and there are three different types. This one has you attempting to score goals against a squid keeper (or should that be kipper?

ALTERNATIVES

Dragon's Fury
Mega Drive
Domark/£34.99
If it's all-out action and general pinball perfection that you're after, then look no further as this is the one to go for. Originally available on import as Devil Crash, Dragon's Fury is the be-all-and-end-all in pinball simulations.
Issue 134: 81%

GAME BOY

The Game Boy has a fine pinball track record so we were expecting something special. We weren't disappointed. Kirby's Pinball Land offers great graphics, a ball which doesn't disappear on the Boy's lowly screen and a stack of features that'll have you slaving away for ages. Forget all other pinball sims on the little Nintendo – Kirby's is the one to go for.

PAUL RAND

GRAPHICS	86
SOUND	80
PLAYABILITY	93
VALUE	91

OVERALL
92

PC CD ROM ■ £49.99 ■ ARCADE ■ OUT NOW

■ MEGA-CD VERSION AVAILABLE IN MAY

MEGARACE

TAKE BLADE RUNNER, A FAST-PACED RACING GAME, ADD A SYCOPHANTIC GAME SHOW HOST AND WHAT HAVE YOU GOT? THE NEW GAME FROM CRYO...

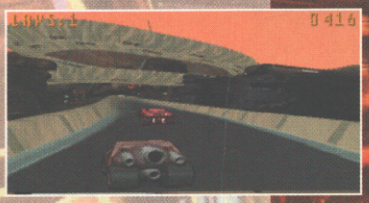
CVG HIT!

In the far flung future the most popular game show in the universe is Megarace. Hosted by the badly dressed Lance Boyle, competitors race stupidly powerful racing cars on a variety of different racetracks in search of the ultimate prize; fame, small, tacky spot prizes and huge amounts of cash.

The tracks, of which there are 16, are varied, and range from simple city courses to tracks through asteroid belts and even underwater. On each track the aim is ludicrously simple. Driving any one of eight powerful cars, you have a mere three laps to shoot or bump off the enemy cars. If you don't manage it within the three laps you lose and must start again. Succeed and you move on to the next track, but if you're very, very good you can even win a prize.

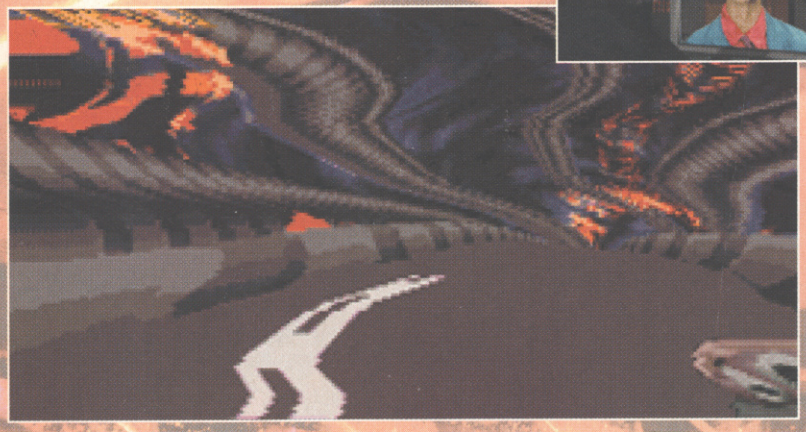
Although Megarace involves little more than keeping the accelerator down, moving left, right and firing, it's a highly addictive game. Loud, beautifully presented and incredibly addictive.

▼ *The bonus level looks pretty much like any other track except that the cars drive at you head-on.*



▼ *Lance Boyle is with you every step of the way. He's Bruce Forsythe on acid, Jimmy Tarbuck in casual-wear... he's everything a game show host should be.*

▼ *Various power-ups are scattered over the track: speed up, slow down, replenish ammo and this strange quivering effect that tries to distract you.*

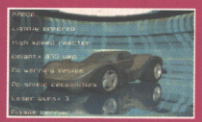


PLAY YOUR CARS RIGHT!

The tracks are varied. Here on the planetary surface the track winds through some stunning landscape.

TOTAL CAR-NAGE

1. A frightening mix of Max Headroom and Matthew Kelly, Lance Boyle is the evocative host of the Megarace game show.

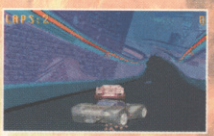


2. Each car has its own strengths and weaknesses. Some are fast but lightly armoured, others are slower but pack guns and missile launchers.

3. Zoom along under the waves, picking up power-ups, speed-ups, ammo and so forth. Shadow the enemy car ahead and then...

4. ...open up with the guns. Each track has a number of cars to destroy within three laps before you move on to the next track.

Be ruthless about winning – pretend you're competing in the ice dancing in the Olympics or something.



Backdrops that Crash 'N' Burn on 3DO would probably die for.

SECOND OPINION

Megarace is a stunning game and the shots here just don't do the superb backgrounds any justice. It's true that the gameplay is simplistic but it *is* highly addictive, and on the later tracks the going gets very tough. I like Megarace but I have reservations about how long the game will last. Its simplicity could be its downfall. But I haven't finished it yet so who knows?

■ *RIK SKEWS*

■ PC CD-ROM

On the surface, Megarace is a simple game that doesn't seem to have a huge amount of gameplay, but this game is one of the most addictive games I've played in a long time. It's simple yes, but I guarantee you won't be able to tear yourself away until you've finished it. Plus it's a visual feast and it has a great soundtrack to boot.

■ *GARY LORD*

■ GRAPHICS	92
■ SOUND	90
■ PLAYABILITY	85
■ VALUE	87

OVERALL ■

91

The bonus level looks pretty much like any other track except that the cars drive at you head-on.

COMING SOON

MEGA-CD

Early looks at the Mega-CD version shows it plays and sounds as good as it does on the PC. The graphics are smaller and fuzzier but everything else is the same.

■ EXPECTED RELEASE: LATE MAY

■ **MEGARACE** WAS DEVELOPED BY **CRYO** WHO ARE NO LONGER GOING TO BE RELEASING ANY GAMES ON FLOPPY DISK, WHICH IS INDICATIVE OF THE MOVE TOWARDS CD-ROM GAMES ON PC. CRYO'S NEXT GAME IS GOING TO BE DRAGON'S TALES (AVAILABLE ONLY ON CD OF COURSE).

RAIDEN

■ JAGUAR
■ SHOOT-'EM-UP
■ £63.00 ■ OUT NOW

■ MEGA DRIVE SNES VERSIONS AVAILABLE (NO LONGER PRODUCED)
■ NO OTHER VERSIONS PLANNED

IS A YEAR'S-OLD SHOOT-'EM-UP REALLY THE PRODUCT TO SELL THE JAGUAR INTO A THRILLS-HUNGRY GAMING PUBLIC?

The thing with new machines is that, the very second they become available (usually a few months before, in fact), everyone expects them to be chock-full of the most amazing games ever seen. A bit of a tall order for any programmer, considering they'll not have had the development kit for very long. That said, there's nothing wrong with trying out new things – after all, if a system is more powerful than those which have gone before it, then surely it can do things which the others can't.

Which makes you wonder, quite frankly, why Atari decided to release, as one of the showpiece titles for their 64-bit wonder-system, a conversion of a four year-old vertically scrolling shoot-'em-up, the likes of which have been around since the days of the Spectrum and C64. Originally released into the arcades by Fabtek, Raiden is a 100% accurate conversion of the coin-op. Trouble is, who gives a toss?

▲ Those planes look like they're darting around erratically, but they actually stick to a precise pattern all the way through.

There's a big boss baddy at the end of each stage. They take a huge amount of shots to kill. ▼

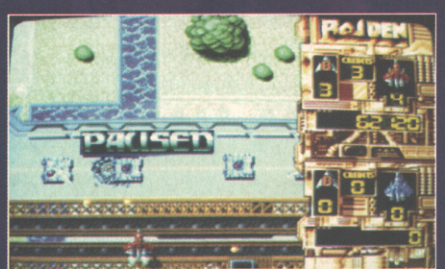
▲ Shoot one of these drop-ships and it'll release a weapons pod. Pick up that pod and, cor blimey, you'll be gifted with a more powerful piece of blasting kit.

COMING SOON

JAGUAR

Don't be disenchanted because Raiden's a waste of your time and money, because there are plenty of – hopefully – decent titles in production for the Jaguar. Alien Vs Predator is looking excellent, as is Tempest 2000, both of which we'll reviewing soon.

▲ Shoot at certain buildings and one of these gold medals is uncovered. They're a bit useless though, giving nothing but a few measly points.



▲ The ground-based tanks may look a bit wimpy, but their shells will destroy you with one hit. Shoot them once to blow up the turret and again to destroy them completely.

■ JAGUAR

An excellent conversion, but who decided to convert a four year-old shoot-'em-up for a pushing-back-the-barriers games machine? You could buy a Supergun, which runs arcade PCBs for £100, and the JAMMA board for £20, as opposed to £263 for the Jaguar and this cart, and get the same game. Whoever decided to release this needs their head looking at.

■ PAUL RAND

■ GRAPHICS	63
■ SOUND	60
■ PLAYABILITY	66
■ VALUE	27

OVERALL ■

44

● GAME BY **IMAGITEC** ● CONTACT ATARI (0753 533344) FOR INFORMATION

HELLO SAILOR!

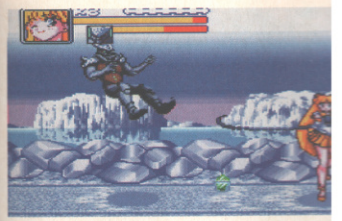
■ SNES
■ BEAT-'EM-UP
■ £50-£60
■ OUT NOW ON IMPORT

■ NO OTHER VERSIONS PLANNED
■ NO OTHER VERSIONS AVAILABLE

IT'S AN ALL GIRL, STYLE, WONDER BRA WE BEAT-'EM-UP POSSE JAPAN, ONLY THEY'RE 'WATCH OUT BOYS'...

Every week in the Land of the hoards of pubescent viewers t sets in to watch the antics o young girls (or if you're being PC, wom around in short skirts in the highly popu series Pretty Soldier Sailor Moon.

And it didn't take the marketing turn it into a two-player scrolling basher cast of the programme, comprising Sailo self and her four schoolgirl buddies. The most scrolling beat-'em-ups: the screen bit, stops, baddies march in, you bash th it scrolls a bit more. After a while you r and then it all starts again with differen under the guise of a new level. It's not because the baddies have the intelligen root vegetable that's just failed all its GC



▲ Chain Bird is the only girl to use a weapon. Unfortunately, her chain is not much use in sh range attack. In two-player mode you would e the odds by selecting one of the other girls. Th conveyor belts shown here are also a main fea of the game and a nuisance, too

A useful tactic is to throw. Grab an opponent and sling them over your head flattening any baddies behind you. ▶

● GAME BY **ANGEL** ● CONTACT **CONSOLE CON**

PRETTY SOLDIER SAILOR MOON

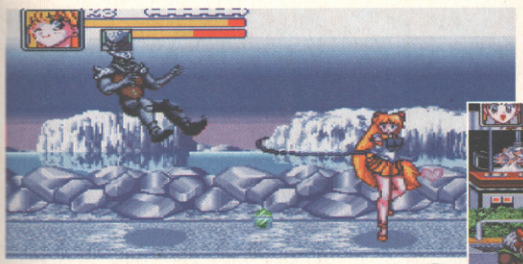
■ SNES
■ BEAT-'EM-UP
■ £50-£60
■ OUT NOW ON IMPORT
■ NO OTHER VERSIONS PLANNED
■ NO OTHER VERSIONS AVAILABLE

IT'S AN ALL GIRL, ANIME-STYLE, WONDER BRA WEARING, BEAT-'EM-UP POSSE FROM JAPAN, ONLY THEY'RE SAYING 'WATCH OUT BOYS'...

Every week in the Land of the Rising Sun, hoards of pubescent viewers tune their TV sets in to watch the antics of five, cute young girls (or if you're being PC, women) jumping around in short skirts in the highly popular anime TV series Pretty Soldier Sailor Moon.

And it didn't take the marketing men long to turn it into a two-player scrolling basher starring the cast of the programme, comprising Sailor Moon herself and her four schoolgirl buddies. The game's like most scrolling beat-'em-ups: the screen scrolls for a bit, stops, baddies march in, you bash them, and then it scrolls a bit more. After a while you meet a boss, and then it all starts again with different backdrops under the guise of a new level. It's not very difficult because the baddies have the intelligence of a large root vegetable that's just failed all its GCSEs.

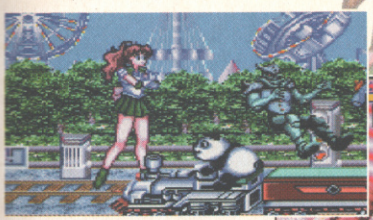
This boss is rock hard because there's no way to block his attacks. Try and throw bosses by approaching them diagonally rather than punching; this seems to confuse them.



Chain Bird is the only girl to use a weapon. Unfortunately, her chain is not much use in short range attack. In two-player mode you would even the odds by selecting one of the other girls. The conveyor belts shown here are also a main feature of the game and a nuisance, too

Each girl has two special weapons: one shoots forwards and the other to either side. The first weapon needs to be charged up.

Girls cry when a life is lost. There are lots of continues but you can't change characters in-game.



A useful tactic is to throw. Grab an opponent and sling them over your head flattening any baddies behind you.

ALTERNATIVES

WORLD BEATER

■ **Turtles IV: Turtles in Time/SNES**
■ **Konami/£45.99**
The best cartoon-based scrolling basher around. Clever characterisations, manic gameplay combined with speed and sub-games make it a winner.
■ **Issue 132: 89%**

■ SNES

The problem with Sailor Moon is there's only two buttons for combat, but it gets worse. The methods of attack are limited and the baddies never learn your attack patterns. Any beat-'em-up which lets you stand at the edge of the screen and wait for enemies to walk into your fist has to be bad. Unrewarding, unimaginative and unwanted.

■ *DENIZ AHMET*

■ GRAPHICS	76
■ SOUND	62
■ PLAYABILITY	60
■ VALUE	50

OVERALL

53

● GAME BY **ANGEL** ● CONTACT **CONSOLE CONCEPTS (0782 712759)** FOR INFORMATION. ● CARTSIZE **12 MEG**

■ MEGA DRIVE
■ SHOOT-'EM-UP
■ £49.99 ■ OUT MAY
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

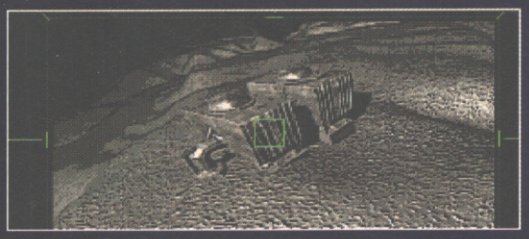
SUB-TERRANIA

MORE SPIN THAN A BLACK-HOLE!

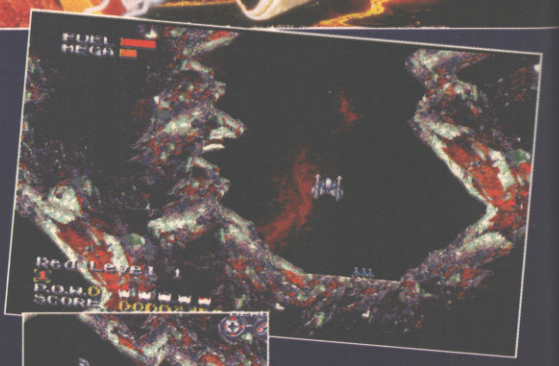
A SMALL CRAFT WITH BIG PROBLEMS COMES TO THE MEGA DRIVE. WILL GRAVITY BE YOUR DOWNFALL?

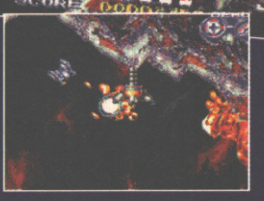
Why is it that whenever the universe is threatened by aliens, the best us earthlings can muster in defence is a single attack craft? Probably because it makes for a good shoot-'em-up, like Sub-Terrania. It's set in a series of multi-directional scrolling rocky caverns infested with vacant-minded baddies and the frequent massive bosses.

Sub-Terrania is more than just a shoot-'em-up though, there's also a certain amount of puzzle solving involved. The problems usually involve you carting objects to specific locations in order to rescue a handful of innocent earthlings. The first task is normally to collect the special 'sub' pod, which tells you what the puzzles are – but not how to solve them. In easy mode the nine levels are perhaps too easy, but one thing's for sure: Sub-Terrania is a gorgeous and involving blast.



▲ Buildings aren't just there as obstacles. Blast them to reveal hidden power-ups.





▲ There are three different types of weapons available each of which offer three power-up stages. Don't forget to collect any stranded miners on the ground too.

▲ Blast baddies as soon as they appear in your view, preferably before they can hit back.

▶ Your ship can only land on flat surfaces. But make sure you have plenty of fuel or you'll die. Bashing into any other surface will drain your energy.

▲ The mar... weapons fo... is surrounde... the appropri...

Sub-Terra... to combi... the C64)... The new ... ty-heavy ... is a great...

■ RIK S...

MIRROR IMAGE

One of the puzzles which is typical of the game involves placing various mirrors to deflect a laser beam into a nearby wall to destroy it.

▲ It starts here...

▲ Drop the mirror on the moving truck to deflect the laser and provide a clear route to the switch which grants access to the cave below. There you'll find a double-sided reflector essential to the puzzle.

▲ The reflector also comes in handy as a shield from ground attack while in flight. It's not as much fun as blasting 'em though.

▲ *The presentation is excellent throughout the game, including the stunning intro sequence.*

▲ *The mark of a good shoot-'em-up is having different weapons for different reasons. The power plant shown here is surrounded by a force field, which requires you to locate the appropriate weaponry to blast through it.*

ALTERNATIVES

AMIGA

- Stardust
- Daze/£16.99

The nearest recent alternative is Stardust. This owes more to Asteroids than Sub-Terrania with its pure rotational shoot-'em-up action. Stardust also has the best graphics of any Amiga shoot-'em-up and represents stunning value for money.

- Issue 146: 88%

MEGA DRIVE

Sub's stunningly smooth parallax play area manages to create a superior illusion of depth. The control system is also sensible but the inertia takes some getting used to. A useful range of weapons makes this a good blaster and the puzzles are inventive and taxing. But, more variety would have helped a lot.

■ *DENIZ AHMET*

GRAPHICS	88
SOUND	92
PLAYABILITY	85
VALUE	79

OVERALL

85

SECOND OPINION

Sub-Terrania is one of those few games that manages to combine an old game style (in this case Thrust on the C64) and successfully mix it with some new ideas. The new blasting scenes mingle perfectly with the gravity-heavy action and with tasty graphics and music this is a great tribute to one of my all time favourite games.

■ *RIK SKEWS*

■ ARCHIMEDES

■ FOOTBALL SIM

■ £25.99 ■ OUT NOW

■ MEGA DRIVE, AMIGA, GAME GEAR, PC, CD32, GAME BOY AND ST ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

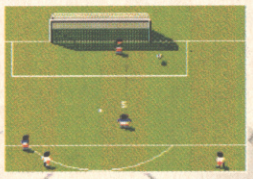
SENSIBLE SOCCER

CVG HIT!

THE SENSIBLE TEAM SIGNS UP ARCHIE...

Beleaguered Archie owners who've been kicking themselves at the lack of football action on their machine should put the boot in no longer. Sensi Soccer, arguably the finest football game on floppies, is out for your machine – and it can't be missed. This version is identical to its Amiga cousin in every way, from speed and gameplay to tournaments and tactics editors. Renegade has produced one of the most outstanding Archie games to date.

▲ *The controls are identical to Amiga Sensi, as is the speed. This is easily one of the best football games anywhere.*



▲ *Fouls are an essential part of the game. A few sliding tackles will slow the opposition down to a more manageable speed.*

OTHER VERSIONS

Sensi's appeared on plenty of other machines, with varying degrees of success. The one to avoid has to be the Game Gear version, which is very difficult to play.

SNES
● REVIEWED ISSUE 146 ● 94%
MEGA DRIVE
● REVIEWED ISSUE 145 ● 95%
AMIGA
● REVIEWED ISSUE 129 ● 94%
GAME GEAR
● REVIEWED ISSUE 148 ● 40%

■ ARCHIMEDES

Everyone likes Sensi – it's that good a game, and there's no exception here. It's exactly like the Amiga version and best in two-player mode, but even if you only have one joystick you won't easily beat the single-player game. An essential Archie purchase.

■ *MARK PATTERSON*

GRAPHICS	87
SOUND	68
PLAYABILITY	95
VALUE	95

OVERALL

94

● GAME BY SENSIBLE SOCCER ● CONTACT RENEGADE (071 481 9214)

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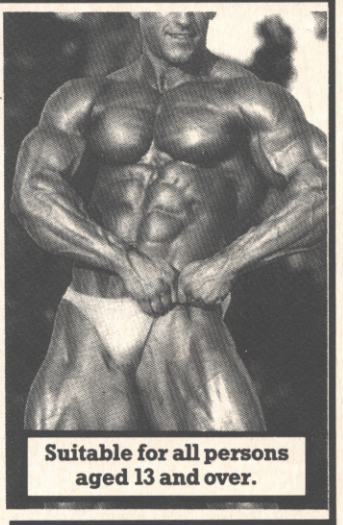

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NES ALSO A
AMIGA VER

NOW TH
FASHIO
THE BIG

Battle Hero ing game has a 16-bit forma games inclu the old C64 arcade game The end it come fighting's no the platfor enjoyment s age for a h Graphically disappointed you shouldn'

These plants obstacle you' come when ledge. Hit the them, but hits

These guys frustrating. Th over the place when you thin en them they oblivion. Aarg

GAME GEAR
PLATFORM
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SNES, MEGA DRIVE AND NES ALSO AVAILABLE
AMIGA VERSION PLANNED

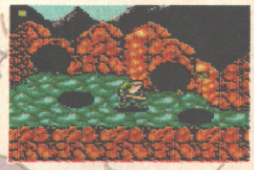
BATTLETOADS

NOW THE TURTLES ARE BACK IN FASHION, CAN THE TOADS HIT THE BIG TIME AGAIN TOO?

Battletoads is a parody of the Teenage Mutant Hero Turtles with Zitz, Rash and Pimple taking the place of our shell-laden friends. The game has already done the rounds on the NES and 16-bit formats and it is based on a number of classic games including Double Dragon, Castelian (based on the old C64 hit Nebulus) but most notably the Turtles arcade game itself.

There's plenty of variety on offer, but in the end it comes across as rather one dimensional. The fighting's not exactly going to hurt Streetfighter and the platform sections hardly match Sonic in the enjoyment stakes. Presentation is also rather average for a handheld game with no options screens. Graphically this is the first Game Gear game that's disappointed me for ages. A classic example of how you shouldn't try to turn back the clock.

▲ After you've smacked the robot a few times it'll begin to fall to pieces. Use this to your advantage and pick up a bar to smack him with.



▲ Now this is a novel way of picking up energy! Stick your tongue out and grab the grubs, then watch your energy shoot back up!

These plants are another ▶ obstacle you'll have to overcome when descending the ledge. Hit them once to stun them, but they take three hits to kill in total.

▼ These guys are so frustrating. They bounce all over the place and just when you think you've beaten them they hit you into oblivion. Aargh!

▼ Here you get to look through the eyes of your enemy. To kill him, pick up the rocks the robot burns out of the ground and throw them at him.

▲ This game is far too hard and here's an obvious example of why. Things go quite well until you reach this bike. Climb on and the screen whizzes by at a ridiculously uncontrollable rate as you try to ride the bike around obstacles.

▼ Hitting things with the bar makes all the difference since it does much more damage than your fists or feet possibly can.

GAME GEAR

Another average platform game. One thing in Battletoads' favour though is it has more variety than usual. The parallax scrolling is decent, but the game's perspective means it's too easy to fall off a ledge when you thought you were completely safe. It's not difficult but frustrating and unforgiving in its control. Battletoads? Tadpoles more like. ■ RIK SKEWS

OTHER VERSIONS

The best version is undoubtedly the Mega Drive version, and it is a bit dated on the NES now and SNES Battle toads didn't have any significant enhancements.

SNES
● REVIEWED ISSUE 142 ● 55%

MEGA DRIVE
● REVIEWED ISSUE 138 ● 86%

NES
● REVIEWED ISSUE 125 ● 91%

GRAPHICS	69
SOUND	64
PLAYABILITY	58
VALUE	57

OVERALL

60

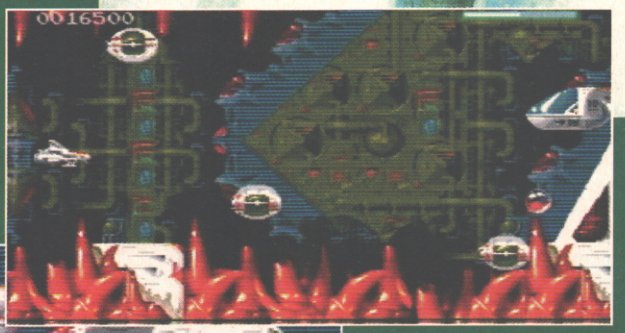
DISPOSABLE HERO

■ CD32
■ SHOOT-'EM-UP
■ £29.99 ■ OUT NOW
■ AMIGA VERSION AVAILABLE
■ NO OTHER VERSIONS PLANNED

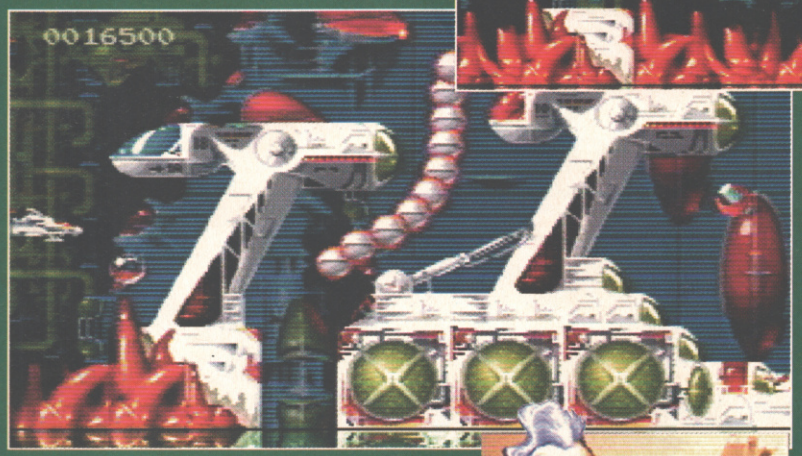
IS GREMLIN'S LATEST SHOOT-'EM-UP A DISPOSABLE FRISBEE OR A FIRST RATE HERO?

I'm in two minds about what in the games industry is known as 'shovelware' (software that's ported over to another format with no obvious differences). I'm in two minds because on the one hand I don't mind playing straight ports if they're decent games like Disposable Hero, but on the other so many CD-only games are a load of smelly old dustbins anyway.

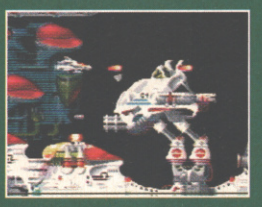
Not an accusation you could level at Disposable Hero. Although there's very little difference between this and the original floppy disk version, it remains a decent blaster which smacks very much of the R-Type series. The chief differences are the obligatory CD music, but gameplay wise the only difference is that the game's been made easier and more playable.



◀ As good as the background scenery is don't stray too close to it because one touch means instant death.



▲ This globe type thing replenishes your energy - essential stuff since the game's mighty tough going. The other collectible over on the far right is a blueprint for either a weapon or an energy source to enable the more powerful weapons to work.



▲ You can expect to come across guardians at certain stages during the level as well the big mutha at the end of it.

Is it me or has the background scenery been inspired by the works of ◀ Alien designer HR Geiger!

■ CD32

The Amiga version of D-Hero is a fine blaster but it's too hard. For the CD32, though, the game's been made easier, but with only five levels you could find yourself completing it before too long. The graphics are decent but the same as the original. The excellent CD techno music gets the adrenaline going though. Fun but hardly essential.

■ RIK SKEWS

ALTERNATIVES

SNES
■ R Type III
■ Irem/£60
The third version of the game that virtually defined shoot-'em-ups as we know them. Great graphics, superb bosses, excellent gameplay and of course those never surpassed weapons.
■ Issue 148: 88%

■ GRAPHICS	85
■ SOUND	90
■ PLAYABILITY	75
■ VALUE	79

■ OVERALL

77

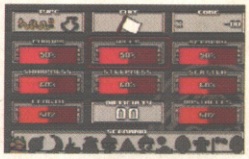
CD32
RACING GAME
£29.99 OUT NOW
MEGA DRIVE/AMIGA/SNES VERSIONS AVAILABLE. NO OTHER VERSIONS PLANNED.

THE LOTUS TRILOGY

I DUNNO, YOU'VE BEEN WAITING FOR A LOTUS FOR AGES AND THEN THREE COME ALONG AT ONCE...

Three classic games on one disc? Well, yes but the thing about the Lotus trilogy is that they are sequels (yes OK, the first one wasn't smart arse), and although from a nostalgic point of view it's nice to have all three together as one, if you've got the choice of playing Lotus III you're not going to play the first games. Why? Well because in its rawest form Lotus is not as much fun as it is in its latest guise: two player option, more detailed courses, varied tracks, just about every different weather condition thrown at you and numerous obstacles. Plus there's a choice of Lotuses (like the now defunct Elan) and the excellent course constructor, so when you're bored of the supplied tracks you can create your own.

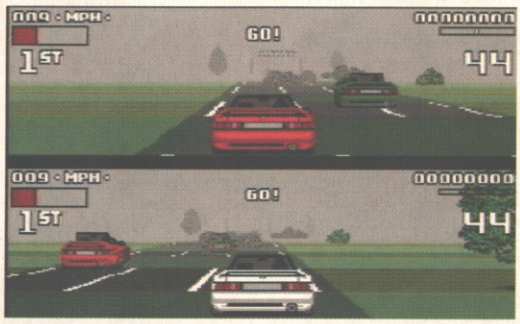
▲ I'm sure only a few game veterans will remember this age-old games screen. Quite what that guy is doing round the back of that Lotus is anybody's guess however.



▼ If you tire of the common-or-garden race tracks then why not go for a designer track? Nip into the course constructor and whip up your very own circuit.

▲ The difficulty curve in all three Lotus games is pitched just right. As you progress it becomes ever more like driving round the North Circular as no-one lets you overtake. The fog in this level makes visibility so dire that could you actually crash the car in Lotus then you probably would, regularly in fact.

◀ Now on this course you would probably be better off driving a Saab or something. Trying to see where the road actually is bad enough let alone trying to stay on it.



▲ Surely every racing game is far more fun in two-player mode, and the lotus Trilogy is no exception. (Well apart from the fact that they didn't introduce the two player mode until Lotus 2.)

▲ In its third incarnation Lotus was (and still is) a whole lot of fun, with wackier racing courses (just check out this little gingham number) and drone cars that are buggers to get past. With out a doubt the game's far more playable with automatic gears, though if you find that too easy then you could torture yourself and do all the courses with manual.

▲ Can I reach the checkpoint in time? Is there enough room to get past the obstreperous white cars? Will I crash into the roadworks just around the corner? These and other questions will not be answered in the next caption.

ALTERNATIVE

MEGA DRIVE
● F1
● Domark/£44.99
Like Lotus, F1 has a simultaneous, two-player, split-screen mode. It's an official licence and the one thing the game excells at is speed. It's very fast and subsequently there are few accoutrements on the tracks.
● REVIEWED ISSUE 141 ● 86%

CD32

There does seem to be a degree of slow down on the CD32 version, but the sound is better and the FX are far clearer. But really what we have here is a compilation of past hits, which are fun to play again but an old game like Lotus hardly shows off the capabilities of a 32-bit console. A good but dated racing game(s).

GARY LORD

GRAPHICS	79
SOUND	82
PLAYABILITY	80
VALUE	81

OVERALL
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GAME BY K

SABRE TEAM

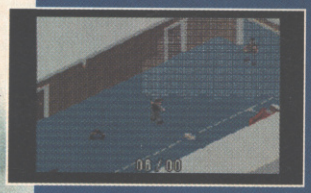
■ A1200
■ STRATEGY
■ £29.99 ■ OUT NOW
■ NO OTHER VERSIONS PLANNED
■ AMIGA 500/600 VERSION ALSO AVAILABLE

ARE YOU MAN ENOUGH TO HANDLE AN SAS SQUAD OR WILL YOU TURN INTO A BIG GIRL'S PAIR OF PANTS?

Laser Squad is generally regarded as one of the best turns-based strategy games around, and Sabre Team on Amiga 500 and 600, although borrowing very heavily from that game, is also a very good example. Now it has been ported over on to the more powerful A1200 and has been extensively improved from the original Amiga version.

For a start the game runs a whole lot faster and the computer only takes a couple of seconds to make its moves as opposed to the couple of minutes it took previously. Another big improvement is the 'Go To' option which allows you to click exactly where you want to go without having to move through every square.

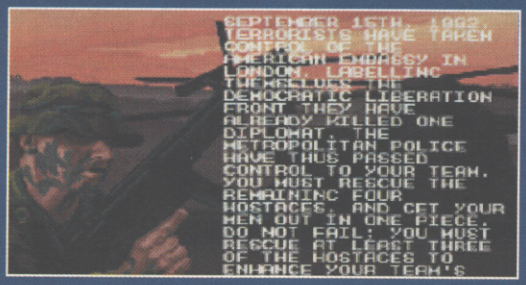
As this is the A1200 version it features the usual extras in the shape of higher defined graphics, more speech and some pleasant graphic stills. This was a good purchase for Amiga owners – if you own an A1200 it's essential.

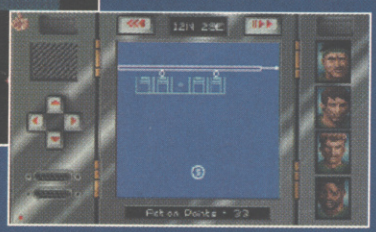


▲ Explode a CS gas grenade to give your men a big advantage in combat. Make sure you're wearing your mask though!

▲ The game is turn based with a set amount of points for movement and shooting. This rule applies to the enemy too.

▲ The line of sight rule applies so you can see any enemies in the next room simply by opening the door.





◀ Your men are equipped with a blueprint of the area they have to infiltrate which makes planning the mission and the placing of your men that much easier.

Two men are standard but you can have a squad of up to four should you so desire. There's eight men to choose from each with different skills, strengths and weaknesses. ▶

■ A1200

This is one of the most engrossing strategy games I've played in ages. The atmosphere created as you move your men through each room is tremendous, and completing a mission is highly satisfying. OK the graphics and sound aren't great but the gameplay is, so ignore the empty hype surrounding other games and check this out.

■ RIK SKEWS

ALTERNATIVE

MEGA DRIVE
■ Jungle Strike
■ EA/£39.99
Although there's a bit more shooting in Jungle Strike than seen in Sabre Team, the former plays in a similar tactical way and is probably the best game of its type ever
■ Issue 139: 85%

■ GRAPHICS	78
■ SOUND	81
■ PLAYABILITY	86
■ VALUE	84

OVERALL

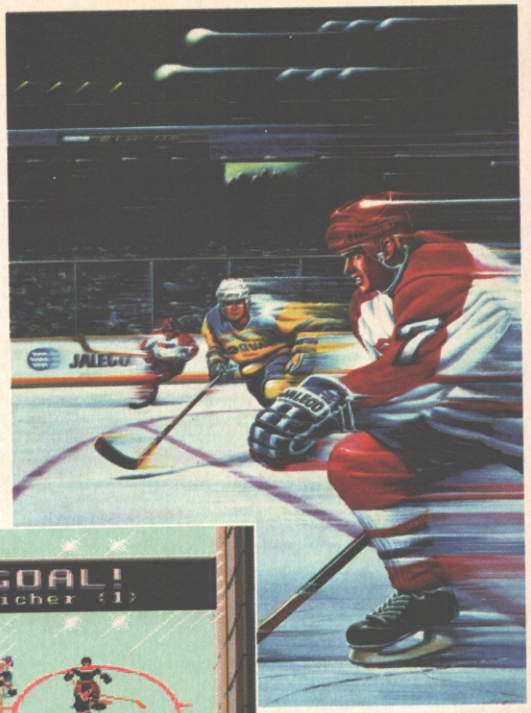
85

● GAME BY **KRISALIS.** ● CONTACT **KRISALIS (0709 372290)** FOR MORE INFORMATION.

■ MEGA-CD
■ SPORTS SIM
■ £39.99 ■ OUT NOW
■ SNES AND MEGA DRIVE ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

CVG HIT!

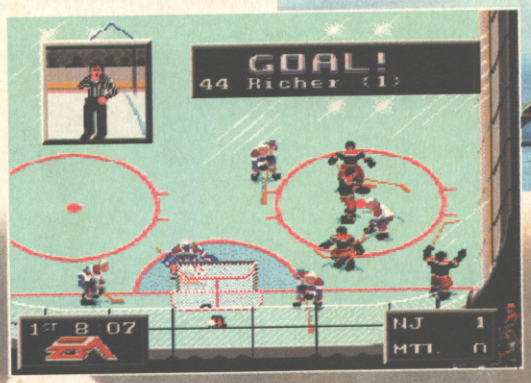
NHL HOCKEY 94



ONE OF THE MOST ESSENTIAL MEGA DRIVE CARTS PUTS ITS CD TROUSERS ON

The history of this fine game stretches back to around 1990 when the Mega Drive was still sucking dummies. Since then EA Hockey (as it was originally called) has seen three upgrades with the main changes being the exclusion of blood from injured players and the inclusion of heaps of accurate player statistics. It's also appeared in an excellent SNES conversion.

The Mega-CD game is essentially the '94 Mega Drive version with the obligatory CD intro, featuring some FMV hockey footage. Apart from this the game is the same, but if it ain't broke why fix it? Those of you wanting a bit of blood would be well advised to check out Mutant League Hockey (80% CVG 149) which is based on the NHL game engine.

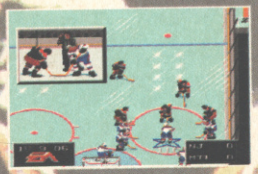


▲ Golaccio! Or something. Scoring a goal is difficult but extremely satisfying. Instead of going one-to-one your best bet is to run straight down the middle and then pass to someone near the edge who can smack the puck goalbound at an angle.

▲ Just like FIFA Soccer the crowd is an animated bunch, especially little Johnny who leaps to the front of the screen at the start of a face off. It's really tempting to smack the puck as hard as possible and break the glass in an attempt to hurt him, but don't tell his mum I said that!

▲ See that row of chairs on the left? That's the sin bin that is, and if you do too many fouls then your players could well end up cooling off in here.

▲ Come on EA! If you've added real speech and an FMV intro surely you could have incorporated a real person to read out the pre-match statistics.



▲ Face offs occur at the start of every period and after a goal has been scored. They also take place in the zone of whoever's committed a nasty foul.

▲ All the usual options are here and EA's excellent 4-Way Play adaptor can be used for four-player tom-foolery, if you can rally round that many mates.

■ MEGA-CD

This is the sort of quality software the Mega-CD is crying out for. It's graphically similar to the Mega Drive version (excluding the FMV intro of course) while the sound's been improved with sampled speech and a better soundtrack. Gameplay's tops with fine control, decent speed and a good range of options. It can be a little tough against the computer but against a friend it's almost as much fun as Micro Machines.

■ RIK SKEWS

OTHER VERSIONS

Apart from the FMV intro and the improved music and speech the Mega Drive and SNES versions are the same as the Mega-CD game. All come highly recommended.

SNES
● REVIEWED ISSUE 143 ● 88%
MEGA DRIVE
● REVIEWED ISSUE 143 ● 92%

■ GRAPHICS	84
■ SOUND	80
■ PLAYABILITY	90
■ VALUE	89

OVERALL

90

GAME BOY
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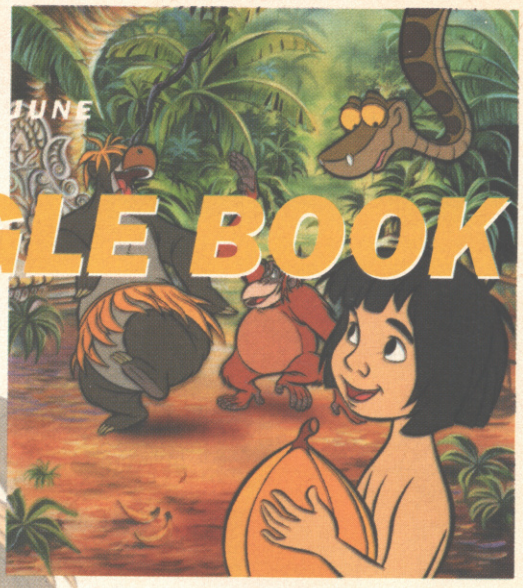
SNES, MEGA DRIVE VERSIONS PLANNED

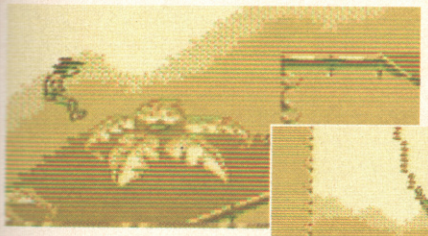
JUNGLE BOOK



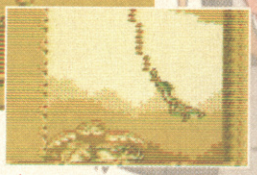
DASH AROUND IN A LOIN CLOTH AND GET MORE THAN THOSE BARE NECESSITIES...

It would be nice to forget about your worries and strife, but when you're in the jungle wearing little more than your pants it's best to get back to your village ASAP. And to do this in this platformer you have to map a path through 12 levels, swinging and climbing on vines and battling with all of Mowgli's enemies, knocking them away with boomerang bananas and a blowpipe. The game is a race against the clock, however, a number of awkwardly placed jewels must also be gathered to complete each level. This introduces an exploration element, plus there's usually more than one path across a screen, which gives the game some depth. But it's the well-placed continues which prevent Jungle Book being as frustrating as some similar platform games.

▲ *These flies attack you, so avoid them or bounce off them on to a higher platform. You lose some energy but it's worth it.*



▲ *Mowgli spends a lot of time jumping on baddies or between platforms. He jumps an awful lot higher, though, if he's standing still and not running.*



▲ *The main way to get around in the game is by climbing and swinging on vines which hang from platforms.*

▲ *It should be obvious what you need to do here. Jump on the plank and be catapulted to the top of the play area.*

COMING SOON

SNES AND MEGA DRIVE

The plot remains identical but the graphics and animation look gorgeous. The enemies are more intelligent and the 12 levels offer different layouts and puzzles.

■ EXPECTED RELEASE: JULY

GAME BOY

What any platformer needs is imagination and Jungle Book certainly has that. The exploration, action and humour are well-thought-out and the difficulty level is above average, which gives it that vital lastability. There's perhaps too much emphasis on keeping away from the usual 'death gaps' at the bottom of the screen and not enough on the enemies which inflict little damage and die easily.

■ *DENIZ AHMET*

GRAPHICS	90
SOUND	86
PLAYABILITY	83
VALUE	90

OVERALL

87

● GAME BY **VIRGIN** ● CONTACT VIRGIN (081-960 2255) FOR INFORMATION

OUT NOW ON FLOPPY

HERE'S WHAT CURRENT RELEASES CVG RECOMMENDS PC AND AMIGA OWNERS SPEND THEIR MONEY ON...

SIM CITY 2000 / PC / APPLE MACINTOSH
MAXIS / PRICE: £39.99

With the follow-up to the classic Sim City, Maxis has created a game which has already bulldozed its way into the software hall of fame. The city-building gameplay is simple but contains more depth than anything we've seen in ages. Excellent.

■ Issue 148: 94%

DOOM / PC /TRANSCEND / PRICE: £37.50

When it comes to naming the PC game of the year, chances are this will be it. Doom combines the best 3D graphics seen on a home machine with all-action ultra-violence. Best of all, you can get a third of the game as shareware for only £3.75!

■ Issue 148: 93%

COOL SPOT / AMIGA / VIRGIN / PRICE: £29.99

The Amiga finally has its version of the SNES and Mega Drive smash, and it's every bit as good. The graphics aren't as sharp as they should have been, but that's no reason to overlook this excellent platform game.

■ Issue 147: 87%

AND THIS IS WHAT CVG RECOMMENDS YOU STEER MORE CLEAR OF THAN A HERD OF FRIESIANS WITH A CHRONIC DOSE OF FLATULENCE...

AVOID!

BATMAN / AMIGA / KONAMI / PRICE: £14.99

When it comes to crap software, you'll struggle to find something worse than this. Bar the relatively low price, there's nothing going for this game at all. The graphics are terrible, the sprites puny and it's full of irritating bugs.

■ Issue 148: 20%

FM TOWNS M

THE BEST CD CONSOLE?

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- OUT ON IMPORT

DENIZ AHMET TEST DRIVES JAPAN'S FAVOURITE CONSOLE, THE MARTY, AND HE SOON DECIDES THAT THERE'S NOTHING TO BEAT THIS MACHINE...

If you lived in Japan and someone asked you what the best CD console was you'd be committing a major faux pas if the answer you came up with was anything other than the FM Towns Marty.

If you're looking for the machine that will give you a real arcade feel in your own living room then the Marty is hard to beat at the moment. Not only this, but the Marty is the machine which many top games and arcade licences are being released on first, long before they arrive on more popular machines, and especially because it's supported by the likes of arcade giants Capcom.

When the machine came out a year or so ago there was nothing around to touch it, and even today, with the threat of 3DO and Saturn, it more than holds its own in the market place as a very desirable item. There's just one major disadvantage to the Marty, and that's that since there are no plans to distribute it in the USA or Europe the only way for you to get hold of one is on import, so expect to have to pay somewhere in the region of £800 for the actual console, plus £100 odd for new games.

TRUXTON 2

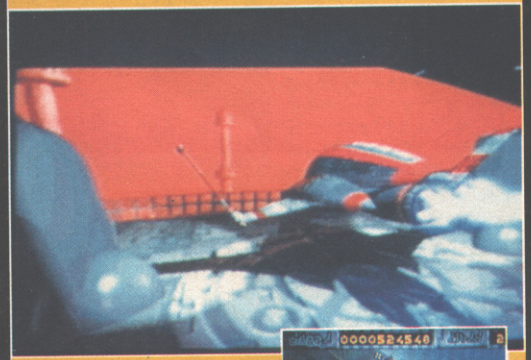
Huge explosions and potent weapons make this immense fun. But there doesn't seem to be much of a challenge when you're fully powered up.

VERDICT

A standard shooter which supports two players with heaps of speed and action. Worthy thanks to a stunning selection of weapons which make for satisfying carnage.

GRAPHICS	81
SOUND	80
PLAYABILITY	83
VALUE	70
OVERALL	80

SCAVENGER 4



Rendered entirely on Silicon Graphics gear, Scavenger's visuals are moody and even interactive. Collision detection is on almost everything, so you're not stuck to flying within a set movement radius.

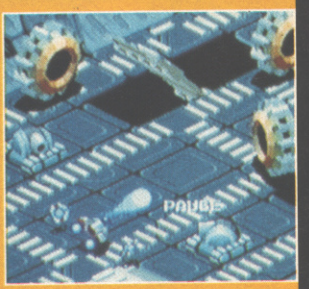
VERDICT

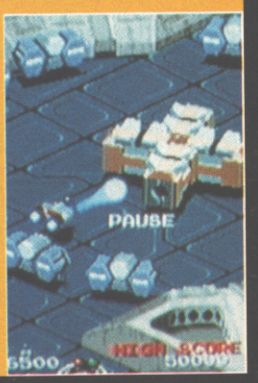
A playable sequel to Microcosm which shames Rebel Assault on PC CD-ROM. Offers some of the most complex and stunning bosses ever seen.

GRAPHICS	93
SOUND	92
PLAYABILITY	86
VALUE	77
OVERALL	88

VIEWPOINT

The action here is constant, you rarely get a chance for a breather on screen. The aim is to blast switches to open barriers for your progress and perfect sprite detection demands precision control – and patience!





VERDICT

An improved Neo-Geo conversion heavy in action, lavish in sprites and blessed with imagination. Odd Zaxxon perspective but handles well. Feels like a real coin-op.

GRAPHICS	88
SOUND	93
PLAYABILITY	89
VALUE	70
OVERALL	86

● CONTACT: RAVEN GAMES (081-663 6810) FOR DETAILS OF MARTY GAMES.

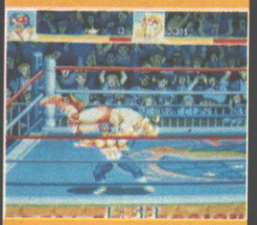
MARTY:

MARTY GAMES ON YOUR MACHINE.

A lot of Marty games can be found on other formats. Microcosm from Psygnosis on CD32, PC CD-ROM and Mega-CD is actually a conversion from the FM Towns, and it actually came out a few years ago. The sequel, Scavenger 4 has also come out on the Marty first too, and is about to be converted to Mega-CD, PC CD-ROM and 3DO. Other top Marty games include Viewpoint (converted from the Neo-Geo) and Splatterhouse (which can be found on the Mega Drive). Muscle Bomber will also soon appear on a 24Mb SNES cart.

MUSCLE BOMBER

The moves are fairly limited compared to something like WWF on the SNES. The different characters have their own specific moves attached to generic key combinations.



VERDICT

Wrestling games need plenty of variety in moves, which this game lacks, and you'll have to buy a second pad to play in two-player mode. A good conversion of an OK game.

GRAPHICS	80
SOUND	88
PLAYABILITY	64
VALUE	50
OVERALL	70

MICROCOSM

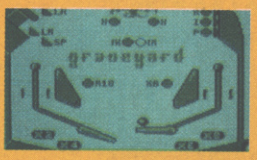
VERDICT

The rendered backgrounds are smart but purely cosmetic because there's no sprite collision mapped on them. It's also easy to get through. Far too shallow for the price.

It's the original version, but the same criticisms exist. The shoot-'em-up element is very weedy and very repetitive. You can't hit the walls.

GRAPHICS	85
SOUND	85
PLAYABILITY	40
VALUE	42
OVERALL	71

OUT NOW HANDHELDS



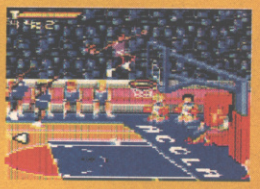
CASH BURNING A HOLE IN YOUR POCKET? WELL HERE'S SOME CURRENT RELEASES THAT THE CVG TEAM HEARTILY RECOMMEND...

PINBALL FANTASIES / GAME BOY / GAMETEK / PRICE: £24.99

Pinball on the Game Boy's tiny screen may sound like a dumb concept, but here's proof it works. With four tables, excellent sound and smooth gameplay this makes a great change from the usual array of Game Boy titles.

ISSUE 146 89%

NBA JAM / GAME GEAR / ACCLAIM / PRICE: £34.99



Even if basketball isn't your thing, NBA Jam is still a cart worth buying. Like its 16-Bit brothers, it's the best bit of through-the-hoop action you'll find anywhere.

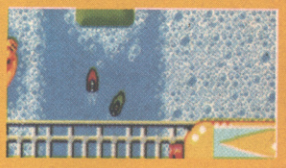
ISSUE 148 82%

MONSTER MAX / GAME BOY / TITUS / PRICE: £24.99

This is a cracking isometric adventure in the mould of classics like Knightlore and Head Over Heels. The graphics are amazing for the Game Boy and the gameplay is challenging and addictive. Great all round.

ISSUE 147 85%

MICRO MACHINES / GAME GEAR / CODEMASTERS / PRICE: £27.99

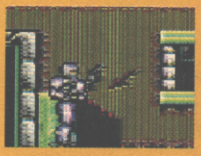


Like the Mega Drive version before, Micro Machines is simply one of the most playable games ever. The Game Gear version has the added bonus of being two-player on one machine. Addictive stuff.

ISSUE 148 89%

DIRECTIVE NUMBER FOUR: DON'T WASTE YOUR CASH ON THIS GAME...

ROBOCOP 3 / GAME GEAR / ACCLAIM / PRICE: £24.99



Don't be suckered by a big licence, this game doesn't live up to expectations. Instead it's a conversion of the equally poor Mega Drive version.

ISSUE 149 49%

● THE MARTY IS A 32-BIT SYSTEM. IT HAS A DOUBLE-SPEED CD DRIVE, A HIGH RESOLUTION GRAPHICS MODE AND RUNS GAMES IN 256 COLOURS. THE CPU SPEED IS COMPARABLE TO A 486 25MHZ PC AND THE SOUND CHIP DELIVERS MULTI-VOICE, 16-BIT QUALITY SAMPLES..

EVASIVE ACTION

■ PC
■ FLIGHT GAME
■ £34.99 ■ OUT APRIL
■ AMIGA VERSION PLANNED
■ NO OTHER VERSIONS AVAILABLE

BORED WITH REALISTIC FLYING? THEN DOGFIGHT WITH A FRIEND AND TAKE SOME REAL EVASIVE ACTION...

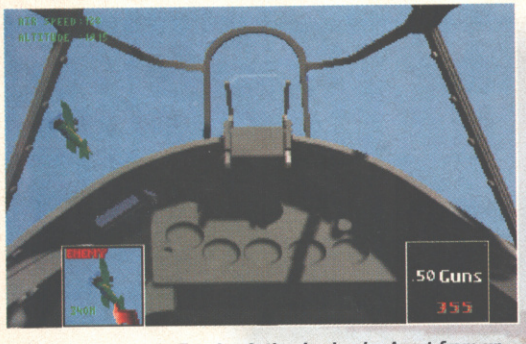
Evasive Action is a pure dogfighting game. Gone are the mission briefings and the tedious A to B flying that chews up your time in most flight sims, in Evasive Action you've just got to get up into the sky and shoot down your opponent.

And that's all there is to it but EA offers the player four separate time zones to fly in: World War One, World War Two, The Present Day and even a futuristic 2064 space scenario for good measure. Best of all, EA allows you to fight against a friend, playing on either a spilt screen or over a modem or serial cable.

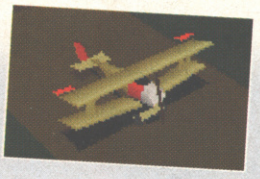
With basic but effective polygon graphics, EA is a fast and difficult game to master. A superb alternative to the current crop of heavyweight flight sims.

▲ *In the year 2064 suitably futuristic starfighters battle it out in a debris-strewn space sector.*

▲ *The second time zone encompasses World War II and the pacific theatre; Hellcats and Zeros are your craft this time.*



▲ *Flying a plane in Evasive Action is simple. Apart from up, down, left, right and fire you also have a menu which allows you to cycle through weapons selection, landing/taking off and other useful options.*

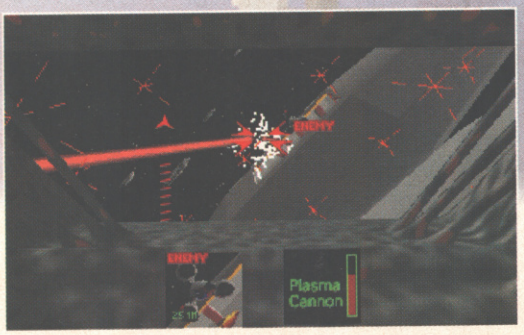


▲ *In the 1914 time zone you can take to the skies in either a Sopwith or a Fokker Triplane.*

▼ *Stunts involve either flying through, between or under obstacles and when successfully completed these replenish both your fuel and weapons stocks.*

▲ *You can choose what model of aircraft you fly, how you control it and whether you fly in split-screen mode against a friend or singly against the computer.*

▲ *In 1993 it's the F/A-18 Hornet versus the MiG-29 and just in case you're wondering what the split screen mode looks like, here it is.*



ALTERNATIVES

AMIGA
■ Dogfight
■ Microprose/£34.99
Dogfight lets you fly Harriers against Spitfires and Triplanes against Phantoms in the ultimate 'what if?' confrontation. There's even a campaign crammed in there as well.
■ Issue 134: 81%

■ PC

This is more a flight game than a flight sim, Evasive Action simplifies the whole flying experience, abandoning the 300 page manual and trimming down the usual mountain of flight controls. The computer opponents are tough but the game is at its best when played against a human opponent. It's a nice game and will hold your interest for a while but for just how long is questionable.

■ GARY LORD

■ GRAPHICS 86
■ SOUND 82
■ PLAYABILITY 91
■ VALUE 83

OVERALL ■

86

● GAME BY **MINDSCAPE** ● CONTACT **MINDSCAPE (0444 246333)** FOR MORE INFORMATION ● NUMBER OF DISKS **THREE**

PC GAMES

You've got a **PC,** the best **games machine** ever **created.**

Now, at long last, comes **PC GAMES,** the best **games magazine** ever **created.**

Inside its **132 bulging pages,** you'll find more reviews, previews and tips
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It's all about **games.** On the **PC.**
On-sale May 6th, price £3.95.

■ SNES ■ £70 ■ PLATFORM

■ OUT NOW ON IMPORT

■ BY KONAMI

■ NO OTHER VERSIONS PLANNED

CVG HIT!

GANBARE GOEMAN 2

JOURNEY TO ANCIENT JAPAN, WHERE MEN WERE MEN AND RABBITS WERE ROBOTS. IT'S STRANGE TO THE EXTREME, BUT GOOD WITH IT...

Along with Mega Man, this has been one of the most eagerly anticipated SNES carts since Streetfighter II. The first Goeman game was good enough and any sequel of sufficient quality could be better than practically anything else around, and it looks as though Konami has delivered.

The plot has the hero, and part time thief, Goeman attempting to stop the evil General Magnus destroying the Japanese province of Edo. But Magnus isn't your average dumb harbinger of evil, he's replaced most of the people with robot rabbits and samurai. And overcoming these is a formidable task.

However, all isn't sweetness and light in the Goeman story. Konami of America has decided not to publish the game, which means, for financial reasons, it won't be released in Europe either. So – if you want it – you'll have to get it on import and it'll set you back £70 for the 16-meg battery-save cartridge. Still, even with Japanese text and a manual that's as clear as a back-to-basics policy on a dark night in an MP's private chambers, this is one hell of decent game.

Magnus has recruited an army of killer robot rabbits to foil Goeman. However, Magnus never realised rabbits are dumb and are only there to be killed and drop bonuses.

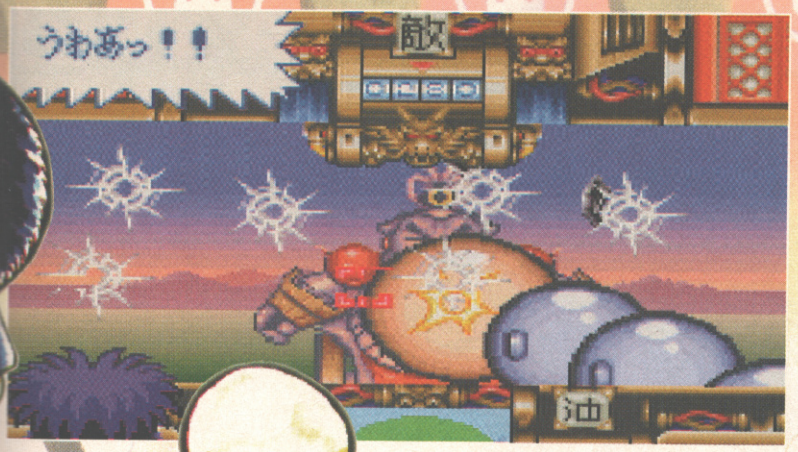
1. Fir sumo v gives in, robotic sun

Sazuki is the three charac however, the can jump the features whi on later stag

GOEMAN BLASTS BA

● GAME DESIGN BY: **KONAMI** ● TEL: **0895 853000** ● CARTRIDGE SIZE: **16MB WITH BATTERY SAVE**
● GAME DIFFICULTY: **TOUGH** ● NUMBER OF PLAYERS: **ONE** ● GAME TYPE: **PLATFORM**

● BET YOU D
TOKUGAWA (V



▲ A counter in the centre of the display shows how much energy the boss has left. Punches do more damage than coins, although it's harder to connect with a fist than it is to land a barrage of money on target.

SECOND OPINION

Goeman 2 just goes to prove that originality is still alive and kicking in Japan. It's one of the best SNES carts I've played this year, and I doubt if I'll come across anything better. The action and array of features is enormous – from taking control of giant killer clockwork toys to the 3D battles with bosses. As the actress said to the vicar's trousers, 'I never knew there was so much in it.'

■ MARK PATTERSON

▲ It helps to be controlling Sazuki on the first stage of the ice world since you find yourself running from a giant snowball, which is almost as big as the screen. This is the fastest, and one of the trickiest, parts of the game.

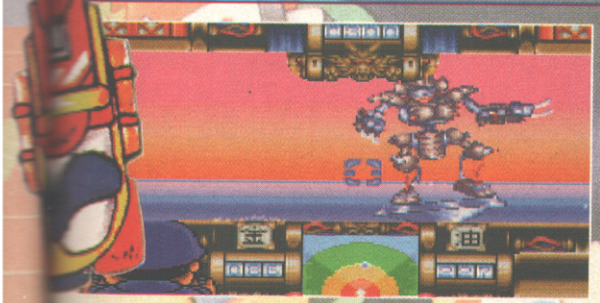
SUMO TROUSERS

1. First, hammer the sumo wrestler until he gives in, then steal his robotic sumo trousers.

2. When you encounter General Magnus he'll try to push you out of the ring, resulting in instant death.

3. Get a few good hits in and the top of Magnus' wrestler will explode, revealing Magnus himself.

4. Finish the job and destroy the trousers, leaving Magnus in his rabbit costume.



◀ From inside the cockpit of the giant Goeman Impact robot you take on a succession of 3D Mode 7 bosses. Impact comes complete with coin-firing gun and two fists which can be used to punch the boss or block his attacks.

Sazuki is the weakest of the three characters. She is, however, the fastest and can jump the highest, two features which are useful on later stages. ▶

ALTERNATIVES

MEGA DRIVE

■ Gunstar Heroes

■ Sega/£49.99

The closest thing to the varied action of Goeman on Mega Drive is Gunstar Heroes. Apart from anything else, it's easily in the top-ten best MD games.

■ Issue 142: 92%

AMIGA

■ Bubba 'N' Stix

■ Core/£24.99

There isn't anything on Amiga that features outlandish Japanese style graphics. There is, however, Bubba 'N' Stix, which is a highly weird platformer.

■ Issue 147: 88%

■ SNES

A good platformer needs variety and imagination to stand out. Ganbere Goeman 2 starts predictably enough, but as you visit new territories you realise the sheer size of this game. There are plenty of original moments, and the Mode 7 bosses are incredibly challenging, making this one of the best games to appear on SNES in a while.

■ DENIZ AHMET

■ GRAPHICS	88
■ SOUND	91
■ PLAYABILITY	93
■ VALUE	89

■ OVERALL

90

BACK!

● BET YOU DIDN'T KNOW THAT GOEMAN IS LOOSELY BASED ON A 16TH CENTURY JAPANESE THIEF WHO BUGGED THE HELL OUT OF SHOGUN TOKUGAWA (WHO HAD THE MOST SUCCESSFUL SHOGUNATE IN HISTORY), UNTIL HE WAS CAPTURED AND BOILED ALIVE.

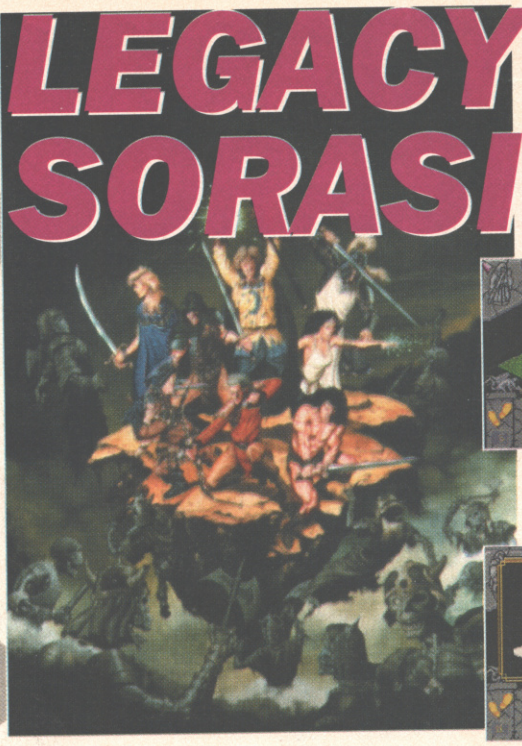
LEGACY OF SORASIL

■ AMIGA
■ ROLE PLAYING GAME
■ £24.99 ■ OUT NOW
■ CD32 VERSIONS PLANNED

GRAB A WEAPON, PUT ON YOUR TUNIC AND ARMOUR AND GET ADVENTURING IN GREMLIN'S LATEST RPG...

While the world and his wife are whingeing about the quantity of platform games and beat-'em-ups doing the rounds on all the main systems, there are at least some companies trying other genres to fulfill your gaming enthusiasm. It seems there's a bit of a resurgence in the popularity of the RPG of late, what with Liberation on CD32, Secret of Mana on SNES and now Legacy Of Sorasil on Amiga.

Like Darkmere from Core Design (82% Issue 149), Legacy of Sorasil doesn't really offer anything that hasn't been done in the past, but what's on offer here is superbly implemented and it's great to see that Gremlin has spiced up the usual RPG storyline with some jovial quips.

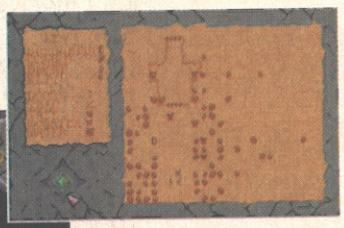


▲ *The walls dissolve to stop your characters from disappearing.*

▲ *When a character dies they naturally enough leave their stuff behind. This can be picked up and used by any of the other characters.*

▲ *There's clearly someone with a sense of humour at Gremlin as two of the characters are Angor the barbarian and Calorflame the Cleric.*

▼ *Like any good wizard the magical characters turn their noses up at using weapons and turn to their mystical side by using magical attack weapons like this lightning bolt.*



▲ *The game has one of those always handy auto mapping features. It also points out things like baddies and traps which your characters can see.*

▼ *Fighting is simply a matter of selecting the fight icon, moving it over the character you wish to attack and hitting the mouse button. Be careful you don't attack your own characters by accident.*

▲ *It can prove tedious to check every room but it's always worth it as there may be some gold or a trap to avoid.*

▲ *The five attributes: body, combat, perception, strength and mind can be increased by five points in total. They're increased by selecting the candle on the left and then clicking on the attribute you wish to increase.*

■ AMIGA

The first thing that strikes you about about Legacy of Sorasil (apart from the weighty manual) is how good the graphics are for an RPG. They're clear and colourful but maybe a little unatmospheric. The music is quality stuff though and the gameplay is first rate and easy to get into and you can even alter it to your heart's delight if desired.

■ *RIK SKEWS*

ALTERNATIVES

WORLD BEATER

If it's an incredibly absorbing and enormous role-playing experience you're after, there's nothing to touch the superb sequel to Captive. Still the best reason for buying a CD32.

■ **Liberation/CD32**
■ **Mindscape/£34.99**
■ **Issue 146: 95%**

■ GRAPHICS	86
■ SOUND	83
■ PLAYABILITY	85
■ VALUE	84

OVERALL

85

CHEAPOS

SOMETIMES, HAVING FUN DOESN'T HAVE TO COST THE EARTH, SO HERE ARE CVG'S RECOMMENDATIONS OF THE LATEST CROP OF BUDGET RELEASES...

ANOTHER WORLD / PC / DELPHINE
PRICE: £14.99

After conquering practically every 16-bit format you would care to mention, Another World returns to the PC at a cut-down price. Despite being over two years old, this game stands up as one of the best titles so far this decade.

■ 94%

BLACK CRYPT / AMIGA / HIT SQUAD PLATINUM
PRICE: £12.99

Originally released by Electronic Arts, Black Crypt is the only real alternative to SSI's Eye Of The Beholder. There are huge mazes to negotiate and loads of slavering beasties to batter. An excellent RPG.

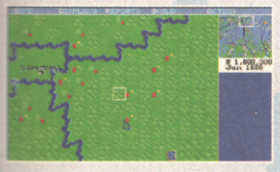
■ 90%

EYE OF THE BEHOLDER / PC / KIXX
PRICE: £16.99

This was a major leap forward for RPGs when it was first released and, while it's dated technically, it's as playable as ever. What's more, it's a genuine Dungeons & Dragons licence, so you can get all the action of the real game without the Dungeon Master cheating.

■ 86%

RAILROAD TYCOON / AMIGA / ACTION 16
PRICE: £12.99



This game from Sid Meier, creator of Civilization, is one of the most genuinely playable games ever. The aim is to build a railway and make a profit. Sounds simple, but it's guaranteed to keep you playing for months.

■ 90%

POLICE QUEST / PC / KIXX
PRICE: £16.99

Although by today's standards this is an inferior looking game, it is a genuine piece of software history. Take on the mantle of a Californian copper and crack some skulls in the pursuit of justice. There's loads to do and it isn't easy to complete.

■ 80%

EVEN AT A BARGAIN PRICE THIS GAME'S STILL NOT WORTH THE PRICE OF A FLOPPY DISK...

LINKS / AMIGA / KIXX
PRICE: £11.99

It's frightening to think that there are people out there who make such a mockery of a game like golf. But here it is, the worst Amiga golf game ever. Take our advice, stick to PGA instead.

■ 31%

PD GAMES

GAMES 'N' ENTERTAINMENT FOR A COUPLE OF QUID IN THE WORLD OF PUBLIC DOMAIN SOFTWARE

X-WING MISSION EDITOR / PC
Available from: Sprinsoft (0352) 770049.

To most X-Wing is one of the best PC games ever, and now it can be made even more fun. With the mission editor you can alter everything from the number of tie-fighters that you face to the skill of your co-pilot

■ 91%

SLOWMO / PC
Available from: Spingsoft (0352)770049.

This has to be the ultimate package for people who find that their old game runs unplayably fast on modern machines. SlowMo basically slows the games down to a manageable speed.

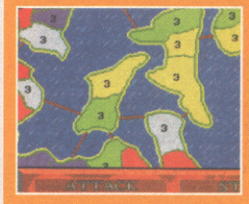
■ 86%

ASSASSINS 148 / AMIGA
Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Disk: ASI 148.

When it comes to PD games, the Assassins have to be the masters. They've been producing compilations of varying quality for years. This, their latest collection, features a version of Mastermind as well as a neat Uridium clone.

■ 81%

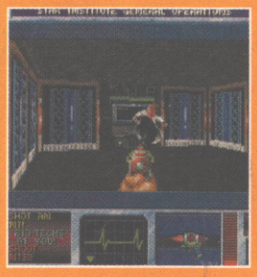
ARCHIPELAGOS CAMPAIGN / AMIGA
Available from: Essex Computer Systems, 118 Middle Crockerford, Basildon, Essex S16 4JA.



If you've always fancied the idea of world domination but were too lazy to by Risk (an excellent board game), this is the disk for you. Basically the aim is to polish off the opposing armies and declare yourself ruler of the planet. Huzzah!

■ 85%

BLAKE STONE: ALIENS OF GOLD / PC
Available from: Springsoft (0352 770049).



If Doom's your kind of game (and it probably is) you might want to give this a look in. It's another 3D maze game-cum-blaster, but with more gore. It's not as polished or technically excellent as Doom, but an excellent laugh all the same.

■ 86%

■ 3DO
■ FOOTBALL GAME
■ £39.99 ■ OUT NOW
■ SNES, MEGA DRIVE AND AMIGA ALSO AVAILABLE

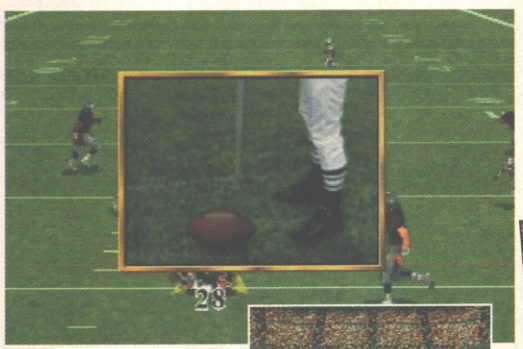
JOHN MADDEN'S FOOTBALL

THE JOHN MADDEN'S SERIES HAS BEEN ONE OF THE GREATEST SPORTS SOFTWARE SUCCESS STORIES ON THE MEGA DRIVE, SO WHO CAN BLAME EA FOR TRYING THE SAME TRICK ON 3DO...

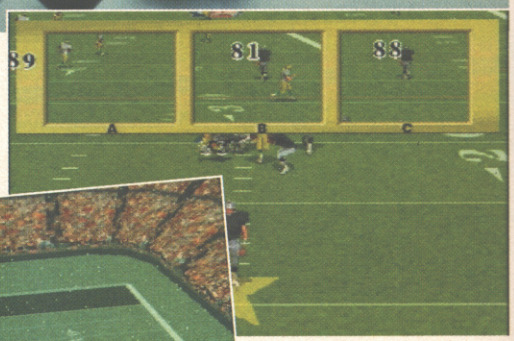
Seemingly unwilling to break with the formula which made the Madden's series so popular, this version uses exactly the same control system as its baby brothers. In fact, the game is generally identical in every way apart from the graphics and presentation.

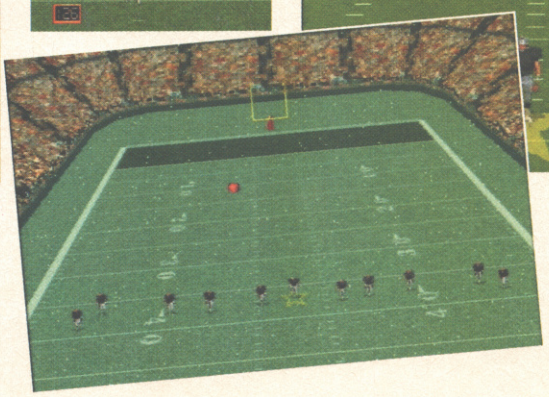
All the graphics in John Madden's are digitised throughout, and that includes the players. There are enough frames of animation to prevent them looking jerky, although they're not as smooth as they could have been had the programmers used sprites instead. Basically, if you played any of the other versions, you'll know exactly what to expect here, although the gameplay isn't quite up to the standard of the Mega Drive game. Receiving passes, for instance, is incredibly hard. Still, it's proof positive, if any's needed that the 3DO has great potential; and if you need further proof then turn to page 54 now!

JM IN FMV ON 3DO



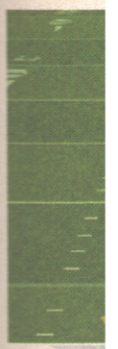
▲ More video footage, this time its the infamous man-with-stick, who checks to see if you made the down. This can be a little tiresome and it would have been nice to have had an option to switch it off.





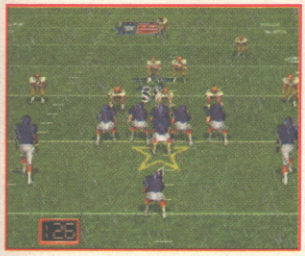
▲ As in the other versions, you get three windows when you hit the pass button, each showing the position of a receiver. What you don't see are the two or three hulking great defenders chasing after them.

▲ It's chu which mak impossible perate, the



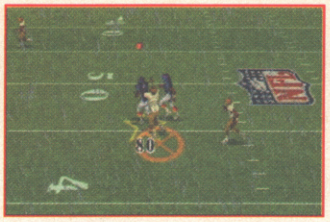
▲ Long pas one are diff plete, and e opposing de cept and ma major yarda

▲ At last y pudgy John glory. Previo restricted to animation i version, but ness the pla effect', as i the wonder

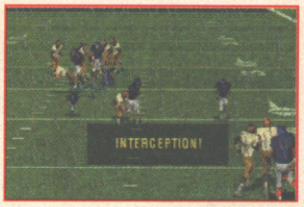


▲ It's chucking it down with rain, which makes long plays almost impossible. However, if you're desperate, they have to be attempted.

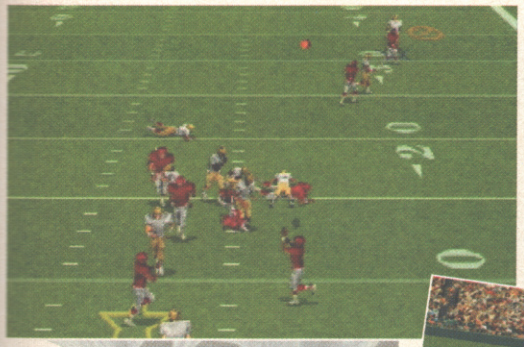
▲ When the ball's snapped back you need to buy your quarterback some time by positioning him behind his defence. Now's the time to recall the little diagram of the play to work out which is the best receiver to pass to.



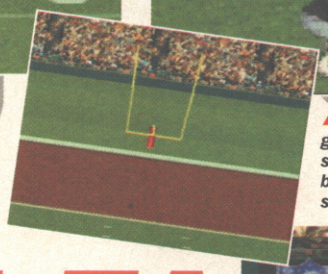
▲ The windows are marked A, B and C, which correspond to the joypad buttons. Simply choose your receiver, press the right button and you'll unleash a massive pass.



▲ Unfortunately the balls gone straight to a member of the opposing team, who happily tries to reverse the situation by steaming through your forwards and on towards your goal line.



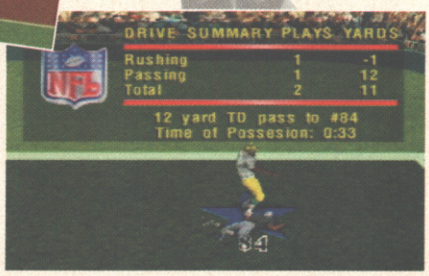
▲ Long passes, like this one are difficult to complete, and easy for the opposing defence to intercept and make up some major yardage.



▶ The field goal-control system has a gauge to determine power and position.

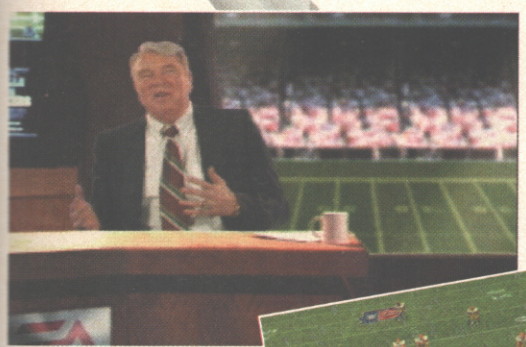
▲ Before an important play the teams group together in huddles. This doesn't serve any purpose, and actually becomes very tiresome after the fifth or sixth time in a game.

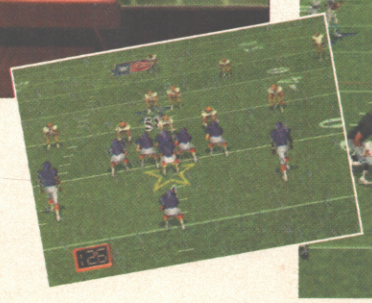
FROM EA



There's nothing like a mass bundle to put a player out of the game. If someone gets hit too many times he'll have to be replaced. ▼

▲ Score a touchdown and your player will boogie, only it looks more like he's standing bare-footed on hot coals rather than dancing.





▲ At last you can witness pudgy John Madden in all his glory. Previously he was restricted to a five frame animation in the Mega-CD version, but now you can witness the play-meister in 'full effect', as it were, thanks to the wonder of FMV.

OTHER VERSIONS

Madden's has appeared on a variety of 16-bit machines with varying degrees of success. The Amiga version uses a slightly different control system from the other versions to get around the joystick only having one button.

SNES
● REVIEWED ISSUE 134 ● 88%

MEGA DRIVE
● REVIEWED ISSUE 110 ● 95%

AMIGA
● REVIEWED ISSUE 123 ● 93%

3DO

Madden's 3DO isn't the step forward in sports games we had hoped for. It is, however, a fine American football sim. The presentation is excellent, from the TV style intro to the FMV library of NFL highlights. The only disappointment for me is that the game doesn't play quite as well as the Mega Drive version.

■ *MARK PATTERSON*

■ GRAPHICS	85
■ SOUND	83
■ PLAYABILITY	83
■ VALUE	82

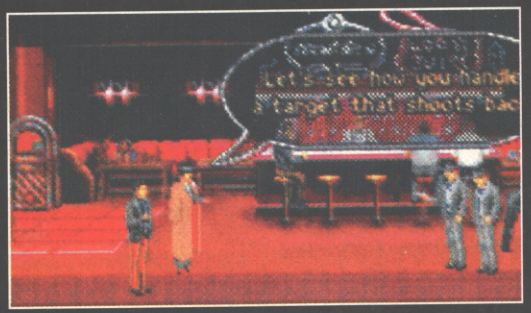
OVERALL ■

82

● GAME DESIGN BY **SNK** ● GAME PROGRAMMED BY **K. AMUSEMENT COMPANY** ● AVAILABLE ON ALL NINTENDO FORMATS FROM **MARCH 1994** ● GAME DESIGN BY **SNK**

EVERY GAME R

OUR MISSION AT CVG IS TO REVIEW EVERY GAME RELEASED, SO DON'T BUY IT BEFORE WE TRY IT. HERE, TO ROUND OFF THIS MONTH'S LOOK AT THE CURRENT CROP OF GAMES, ARE OUR THOUGHTS ON 41 MORE GAMES WHICH ARE SET TO DO THE ROUNDS...



INNOCENT UNTIL CAUGHT (AMIGA)

A poor mouse control system takes the edge off this otherwise interesting adventure.
73%

THE CHAOS ENGINE (MEGA DRIVE)

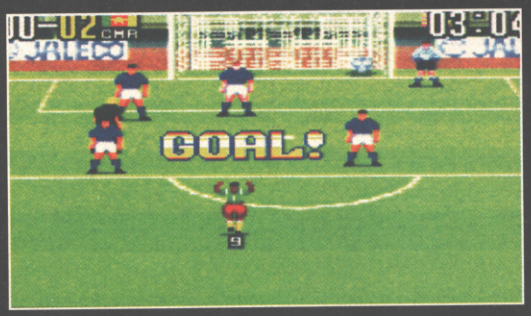
Overhead scrolling shoot-'em-up converted from the highly acclaimed Amiga original. Bit tough going to start with, but very playable once you get the hang of things.
86%

NOMAD (PC)

Yes, this is an OK space combat/trading affair, but it's been done better a million times before.
63%

MYSTIC MANSION (MEGA-CD)

Atmospheric and indeed, rather spooky, Full Motion Video showcase. Very impressive, but rather limited and easy to complete.
75%



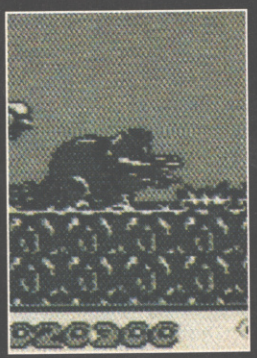
SUPER GOAL 2 (SUPER NES)

Follows in the great tradition of the Goal! series by being decidedly awful, check out our Kick Off 3 review instead.
38%

POLICE QUEST 4 – (PC)

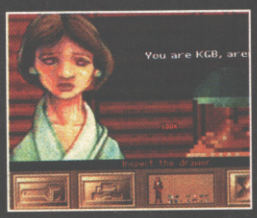
Using a combination of video graphics and digitised pics, this is a fine adventure.
92%

CHUCK ROCK (GAME BOY)



This dino platformer is so average it's abnormal.
61%

CONSPIRACY (PC CD-ROM)



Conventional design, but the adventure itself has a freshness which makes it interesting.
73%

NORMY'S BEACH BABE-O-RAMA (MEGA DRIVE)

A sense of humour which is 'wacky' in the USA, but 'cacky' over here; does nothing to rescue this tired formula and boring platformer.
53%

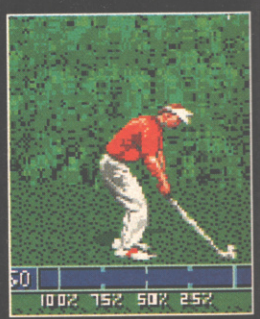
CHAMPIONSHIP MANAGER ITALIA (AMIGA)

Not much in the way of presentation, but this is an involving and breathtakingly deep management sim.
89%

DAEMONSGATE (PC)

One of the deeper RPGs around, but the play mechanics are rather poor.
67%

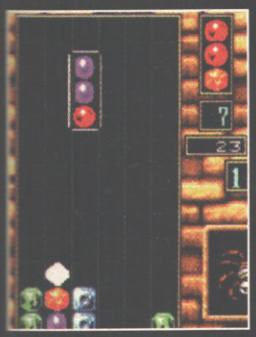
PGA EUROPEAN TOUR (MEGA DRIVE)



REVIEWED

Mechanically identical to all previous PGA efforts but features new courses. One for non-PGA owners or real-life golf enthusiasts.
78%

COLUMNS 3 (MEGA DRIVE)



Hey! It's Columns! But no different at all! Except with five players! If you're that interested!
85%

DRACULA UNLEASHED (MEGA-CD)

Laughable acting actually enhances the atmosphere of this involving and well thought out Full Motion Video adventure. Worth a look. 82%

THE RYDER CUP (AMIGA)

Atmospheric and well presented, The Ryder Cup looks gorgeous. But there's not much to it, and there are certainly better golf games.
79%

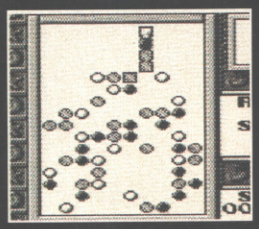
CHAMPIONSHIP MANAGER '93-'94 (PC)

Management sim chock full o'flaws but still reasonably enjoyable for some reason.
72%

GUNSHIP (MEGA DRIVE)

Absolute inexcusable crap. Truly this game is pulped from the sweat of Satan himself.
11%

TETRIS 2 (GAME BOY)



Classic game, but a little on the unresponsive side in its second incarnation.
76%

BATMAN THE ANIMATED SERIES (GAME BOY)

Unoriginal but highly enjoyable platform jape.
84%

WHEN TWO WORLDS WAR (AMIGA)

A very satisfying strategy title. Unfortunately, it takes a lot of getting used to the basics. 80%

TETRIS BATTLE GAIDEN (SUPER NES)

Super Tetris with added magic spells element. A genuinely novel twist.
90%

SUPER METHANE BROS (AMIGA)

It's very much in the Bubble Bobble vein, but without the ease of manoeuvrability that made the original such a classic Amiga game.
76%

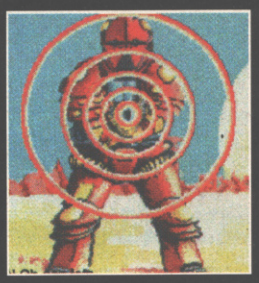
ADDICTION (AMIGA)

Here you have a bunch of old Amiga games under new names. Sorry, 'classics' under new names.
74%

CRUISE FOR A CORPSE (AMIGA)

Another re-released game, this time an ace adventure from Delphine, creators of Another Word and Flashback. Highly recommended.
90%

LASER SQUAD (AMIGA)



The original personal combat strategy title. Very good value at new budget price.
84%

STANLEY CUP (SUPER NES)

Good enough ice hockey title, but the rotating Mode 7 rink gets quite irritating.
80%

INTERPLAY'S TEN YEAR ANTHOLOGY (PC CD-ROM)

A gaggle of decade-old RPGs. Some are great, some are dire. Worth a look for role-playing die-hards.

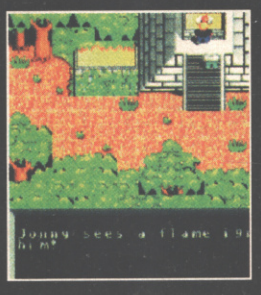
71%

AIRLINES (PC)

Fancy managing an airline? Well working your way up from teaboy at Heathrow would be more interesting.

16%

JOHNNY QUEST: CURSE OF THE MAYAN WARRIORS (PC)



Curse of the hopeless software designers, more like. Tedium at its worst.

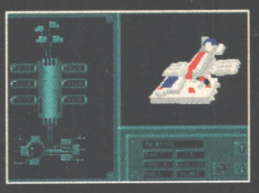
25%

TUBE WARRIORS (AMIGA)

Dire 'comedy' beat-'em up. Well, it might be funny if someone you didn't like tripped over it and fell on their face, I suppose.

21%

S.U.B (AMIGA)



A nice enough looking, but ultimately dull, strategy title.

55%

VIDEO CUBE: SPACE (PC CD-ROM)

An original and interesting puzzle title which sadly doesn't make enough of itself.

60%

NBA SHOWDOWN '94 (MEGA DRIVE)

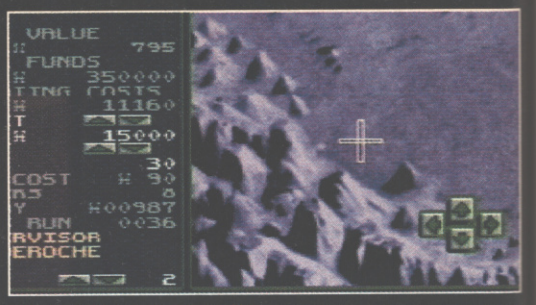
NBA Showdown isn't an NBA Jam-type arcade-y basketball game, but in fact is more of a simulation. This means it's bogged down with unnecessary detail, instead of gameplay.

66%

UFO: ENEMY UNKNOWN (PC)

An addictive isometric 3D title, but the combat system is a bit slow and in a word, dull.

72%



MAELSTROM (AMIGA)

Strategy-fixated wargame which takes more into account than shifting your tanks. Quite engrossing.

80%

DRACULA (AMIGA)

Below-average Shadow of the Beast-esque scrolling hit-things fest with hideous controls.

41%

ALADDIN (MASTER SYSTEM)

Lovely, lovely graphics, for sure. However, the game is too derivative to be spectacular.

66%

ARCHON ULTRA (PC)

Smart chess-based strategy title, but it's completely frill-free.

80%

SNAPPERAZZI (AMIGA)

The official Sun newspaper platform game - and it's almost as tacky as the tabloid licence that it has adopted.

58%

QUEST FOR GLORY (PC)

Interesting enough RPG, and enjoyable throughout, but just too easy.

71%

STAR TREK THE NEXT GENERATION (GAME BOY)

Detailed, but ultimately repetitive strategy-esque affair.

68%

ACTION ZONE

Win the world's first 64-bit console, hot from the USA!

JAGUAR

0839 406056

WIN!

WIN!

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Includes: Starfleet Academy Jacket, Videos, Captain's Log, Star Trek watch, Phaser Plus - alarm clock, caps and more...!

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+ game of your choice

0839 406064

WIN!

AMIGA CD-32

+ CD games

0839 406068

win TWO VIDEOPHONES!

One for you and one for anyone you like!

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Calls cost 39p per min cheap rate 49p per min other times. Max possible cost £3.68. Please be sure you have permission to make this call. Competitions close 31.5.94. All competitions have six multiple choice questions and tiebreaker. /Nintendo/Sega/Amiga/Jaguar/Suzuki Vitara & Star Trek are all registered trademarks of their respective companies. We are neither related to nor endorsed by them. For rules and winners' names please send SAE to InfoMedia Services Ltd, PO Box 28, Northampton NN1 5DS.

Images May

YOB'S MAILBAG

RRRRRIIIIIPPPPP! ANOTHER BOTTOM-BURSTING BELLYFULL OF INDIGESTIBLE BILGE MAKES ITS WAY INTO THE ONE AND ONLY YOB'S MAILBAG. THIS IS WHERE YOU'LL FIND ALL THE INSIDE INFO ON THE LATEST IN VIDEO GAMES, TOGETHER WITH A FEW SAD TYPES SENT PACKING WITH THE GRACE AND STYLE YOURS TRULY IS FAMOUS FOR. IF YOU WANT THE HOTTEST ANSWERS TO YOUR BURNING QUESTIONS, RECKON YOU CAN MATCH MY WIT AND WISDOM OR JUST WANT TO KNOW ABOUT GAMES, THIS IS WHERE YOU SHOULD BE. TAKE A DEEP BREATH, COUNT TO 600 AND FIRE OFF YOUR RANCID LITTLE RAMBLINGS TO: THIS WAY UP! SAD AND CONFUSED LETTER INSIDE! YOB'S MALEVOLENT MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R.

FORD ORION DRIVERS

Dear YOB,

I am writing to you to tell you all about myself! I am a small insignificant little turd. I am three foot tall. I have long black hair and I like listening to Björk! I have a big nose and horrible little beady eyes. I have a high-pitched squeaky voice. I live in a very exciting place called St Day. The nightlife is so exciting! If you came here on a Saturday night you could go to the park and sit on the swings! If you are feeling really adventurous you could even look at the stars! If that's not enough you could listen to a Walkman of Björk, AND you could even move around. We also have one of the biggest shopping centres in the world! It's called SPAR! It has everything you could ever need, like Rolos and baked beans. But the most extreme and exciting thing just has to be going to the community centre to play on that most excellent and up-to-date of games... Space Invaders! As you can see, I have a very hectic life so I've got to go now. Bye!

I love you YOB

WENDY WILLIAMS

Redruth, Cornwall

YOB: And the point of this letter was...

a) To solve the world from the perils of the greenhouse effect and passing meteors?

b) To brighten everyone's day with your wisdom, flair and quite breathtaking use of the English language? or...

c) To prove beyond reasonable doubt that painting the walls pink and playing with dollies which pee themselves is bad for you?

SOVEREIGN RING WEARERS

Dear YOB,

I have never before written to a mag, so forgive me if this letter is crap. Before I go on, I'd just like to say that your mag is brill and that I buy it every month. I would really appreciate it if you could answer the following questions:

1. In the recent issues of CVG you have not reviewed a single Neo Geo game. Why is this?
2. How does the Neo Geo compare with the Atari Jaguar?
3. Would you say the Neo Geo is going out?
4. In your opinion which is better out of the Jaguar and Neo Geo for graphics, sound and overall performance?
5. My final question: who the hell named you?

M SIDHU
Wolverhampton

PS I like the pictures, except for the ones of you!
PPS I'd prefer cash, rather than a cheque.

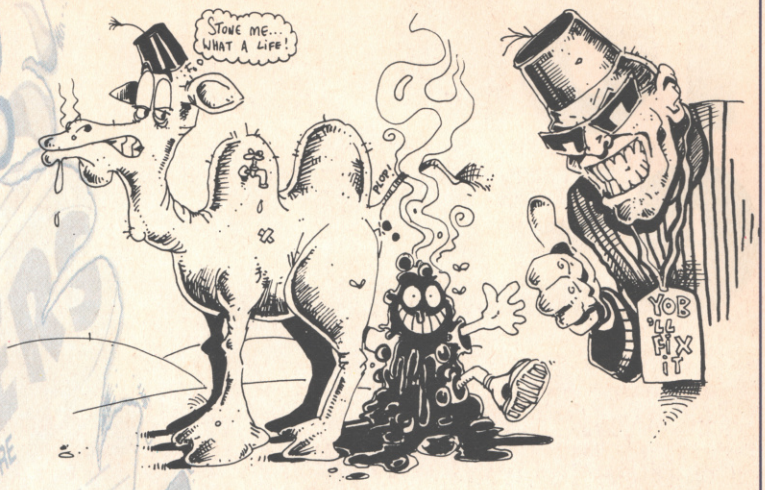
YOB: 1. Well if you read last month's CVG you would see that we reviewed Art of Fighting 2, and that we reckoned it is a rather special beat-'em-up, although it must be said that Fatal Fury 2 is one of the best beat 'em ups ever written.

2. Technically the Jag is far superior, but the Neo has a stack of really playable games and more than its fair share of classics. To date, of all the software I've seen on Jaguar makes the machine look like a pile of kitten cack, and until that situation improves the Neo has the edge as an all-round machine - particularly if plans to shove up to SEVEN Neo Geo games on to one CD come into effect, as is planned very soon.

3. No. Some of the most playable games I've seen in ages are all on the Neo. SNK is going from strength to strength and its games are getting better and better. If you haven't yet played the uncensored version of Samurai Shodown in the arcades I'd suggest you get a big bag of silver and prepare to spend it all because that game is sheer brilliance.

4. Like I said, technically the Jaguar wins on all counts. But the simple fact is that programmers haven't yet learned how to unleash the power of the beast and until they do the Neo will have better, more playable, games.

5. I was named by Big Chief Hiewatha of the Northern Tribe after my mum's car broke down near an Indian reservation. I always wondered why he called me Yob, and I wasn't the only one. One of the braves once asked the chief how he decided on names for all the newborn babies of the village. "It's simple," explained the chief. "Every time a baby is born I walk outside me tepee and look around. The first thing I see will be that baby's name. For example, if I see a bear in the trees I'll name the baby Brown Bear Running. If the moon is coming up I'll call the child Moon Slowly Rising. Do you understand?" The young brave nodded. "That's good," said the chief. "Now, Two Dogs Crapping, why did you want to know?"



BRASS BAND CONDUCTORS

Dear YOB,

Please could you print a picture of a camel having a crap on my head?

CRAIG HUNT
Tamworth, Staffs

YOB: Provided it's been detached from your body first.

JOHN MAJOR'S CABINET

Dear YOB,

Why are you such a deceitful, degenerate, perfidious, heinous, loathsome, grim, grisly, abominable, abhorrent, ghastly, gruesome, hideous, horrid, repulsive, revolting, shameful, shocking, terrible, unpleasant, beastly and awful diminutive geek and a total dweeb?

STEWART GREEN
Holme, Lancashire.

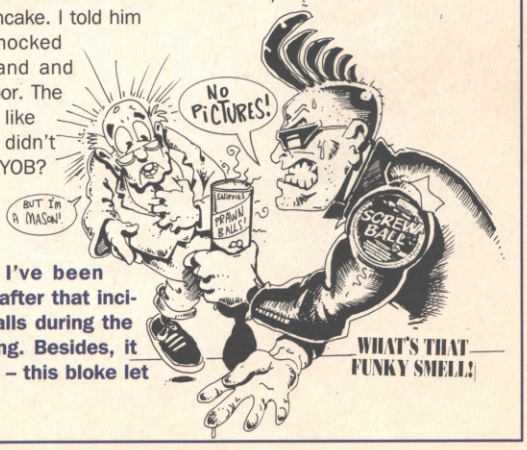
YOB: Obviously your Anal Retention Therapy is starting to have some effect. Provided you don't scratch the affected area, you might save a few cells of your brain. Let's face it – you're about as useful as a colostomy bag in a jacuzzi and it's about time you took your insignificance elsewhere.

AND PROBABLY THEIR FAMILIES TOO

Dear YOB,

I was walking home from the chippy the other day when this scruffy bloke in a leather jacket stopped me and told me he'd beat me up unless I gave him my fishcake. I told him to get stuffed so he knocked the chips out of my hand and they went all over the floor. The thing is, he looked just like your picture, except he didn't have an axe. Was it you, YOB?

JAMES STRETCH
Basildon, Essex



YOB: Of course not. I've been banned from Basildon after that incident with the prawn balls during the Mayor's Official Opening. Besides, it couldn't have been me – this bloke let you live, didn't he?

TOP GEAR

GROUP TEST

WHAT'S THE BEST DRIVING GAME – EVER?

WELCOME TO THE FIRST IN A SERIES OF CROSS-FORMAT TESTS — THE MOST TRULY COMPREHENSIVE SET OF REVIEWS THAT YOU WILL READ ANYWHERE. IT'S MASSIVELY SIMPLE: EACH MONTH WE'LL TAKE A PARTICULAR STYLE OF GAME, AND THEN WE'LL:

- ***TELL YOU WHAT GAMES ARE AVAILABLE***
- ***TELL YOU WHICH ONES WILL BE PUBLISHED SOON***
- ***RECOMMEND THE BEST GAME FOR YOUR MAIN MACHINE***
- ***RECOMMEND THE BEST FOR ANY OTHER MACHINES YOU CAN LAY YOUR HANDS ON OR BUY...***

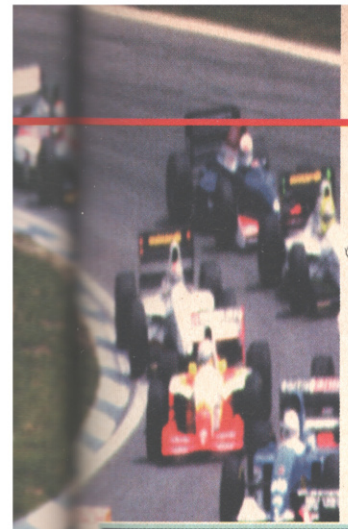
The first twig on the driving game family tree sprouted in 1979, with the coin-op Indy 500. It wasn't long before sit-down cabinets became the norm and 3D viewpoints more viable. This lead to games like Atari's Pole Position and TX 1. Bigger than those was Sega's OutRun. Astonishing 3D graphics and great tunes helped this capture all the thrill of cruising the highways flat-out in an open-top car with the stereo turned right up

JUST LIKE REAL LIFE!

But while Sega was using established sprite-based technology, other coin-op companies were experimenting with the long-ignored techniques of vector graphics programming. Namco's Winning Run and Atari's Hard Drivin' hit the arcades almost simultaneously, and were very different games.

WHERE TO GUV'NOR?

So where does it go from here? Well, it looks like the coin-op producers are once again blazing the trail for console programmers to follow. The latest and greatest driving coin-ops are Namco's Ridge Racer and Sega's Daytona Racing which both use stunning texture-mapped 3D graphics to create hyper-realistic effects. And guess what? By this time next year you may well be playing an arcade-perfect copy of Ridge Racer at home on your Sony Play Station.



For pure speed, you won't find anything faster than F1 World Championship anywhere. Even in the split-screen two-player game it bombs along at a frightening pace.

Ayton Senna's Super Monaco GP is easily the biggest selling driving game for the Mega Drive. It's packed with features but not as fast Domark's F1 World Championship.

It doesn't look like much, but Micro Machines is one of the most addictive, playable head-to-head racing games anywhere.

MEGA DRIVE

F1 WORLD CHAMPIONSHIP
DOMARK

One of the newest racing games to arrive on the Mega Drive, F1 World Championship is by far and away the fastest yet.

The graphics are simple 3D vectors, with very few track-side objects and relatively simple cars, but the feeling of break-neck speed is unrivalled by any other Mega Drive racer. And if it's not fast enough for you in standard mode, there's a turbo option which cuts down the size of the screen so that it runs even faster! Couple that to the multitude of courses and the two-player mode and it all adds up to a finger-lickin' good motor sport simulation. Who knows, there's a chance that this could still be the top dog in Formula One racing even when Virtua Racing shows up.

●£49.95

AYRTON SENNA'S SUPER MONACO GP 2
SEGA

Fronted by Ayrton Senna, one of the world's greatest drivers (behind our Nigel, of course), Sega's offering is loaded with more features than any other Mega Drive racing game. The gameplay strikes just the right balance between realism and fun. It may not be the fastest or most playable Mega Drive racer, but it's got a bit of everything thrown in, from battery save to the world championship tracks.

●£39.99

LOTUS CHALLENGE
ELECTRONIC ARTS

Like Senna's this is a sprite-based game, only instead of driving Formula One cars, you're motoring down the backstreets in a shiny new Lotus.

The highlight of the game has to be its split-screen two-player mode, which is immense fun. It doesn't have the pace of F1 World Championship and it isn't quite as polished as Senna's, but it does have plenty of neat features, including an excellent driving through fog effect.

●£44.99

WINNER

MICRO MACHINES
CODEMASTERS

This was a tough decision to make since Formula One World Championship and Micro Machines were neck-and-neck. But after some concerted agonising among your CVG pals, and a bit of a punch-up, the Codies' take the Mega Drive championship on the basis that, while F1 is technically amazing, Micro Machines is so much more fun to play.

The single-player mode is a tad too easy, but the two-player game is tremendous fun, especially when you find trying to claw back the points which your opponent has skillfully managed to relieve you of. Don't be put off by the poor graphics either, it's one of the most genuinely playable games to have surfaced in the last couple of years. You just can't afford to miss it.

●£34.99

ONE TO WATCH!
VIRTUA RACING ■ SEGA

Sega's Mega Drive conversion of its highly successful coin-op incorporates its new SVP (Sega Virtual Processor) chip which provides the extra processor horsepower required to reproduce those high speed vector graphics. For what we think of this new game flick to the review on page 50. Though it may well be a good conversion the extra hardware on the cart means it's going to be a mighty expensive game.

EXPECTED: JUNE

AMIGA

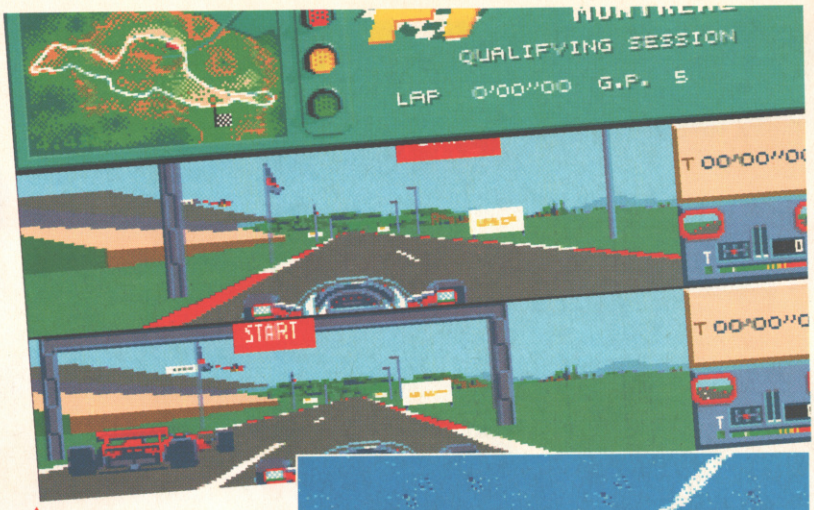
F1 WORLD CHAMPIONSHIP
DOMARK

Much like the Mega Drive version of F1 World Championship, this Amiga version is fast – real fast! The scenery graphics are simple, but this is the reason why the game is so fast.

There's not much in the way of technical details – forget action replays. And there are only a few options available to change your car. However, it does have the two-player, which is a real test of any driver's skill.

It may pale alongside other games when it comes to features, but with this much speed it doesn't really matter.

●£25.99



▲ *FI Championship on the Amiga is almost identical to the Mega Drive version. However, play Formula One GP on a 1200 and it almost matches it in terms of speed.*

▲ *Micro Machines may not match up technically, but it's still a great laugh.*

THE LOTUS TRILOGY
GREMLIN

These are real classics now on the Amiga scene – where the games made their debut. Each of the three Lotus games in the pack is excellent in its own right. Lotus II has a machine link-up feature, so providing you've got enough Amigas and null-modem cables, you can play with up to three other players. Lotus III: The Ultimate Challenge, does, however, let you tinker with a track's general difficulty, and has slightly better graphics, so you'll probably play this more than the others. All of them, though are equally playable, which is what counts in the end.

Even so, the games are pretty similar, so you could get away with just owning the first game. Still it's good value for money, even though there are better driving games out there.

●£34.99

▲ *Lotus may not be up to the same standard as the other games, but you do get all three versions in one pack.*

MICRO MACHINES
CODEMASTERS

OK, so this game doesn't put any strain on your graphics processor, and the sound isn't much cop, but Micro Machines is a game bulging with gameplay and neat ideas, especially in two-player mode where it's unrivalled. For some reason the parallax scrolling which graced the other versions is missing in this game. Still, this is so playable it hardly matters.

●£25.99

WINNER

FORMULA ONE GRAND PRIX
MICROPROSE

You have really got to admire F1GP for being such a consummately crafted simulation. In fact, it has been said that when it's running with maximum graphic detail on an A1200 it compares favourably with (gasp) Virtua Racing!

For learner drivers there's a training mode which shows you the line to take on a track, when to change gear and when to steer. But fripperies aside, it's the intelligent opposition and superfast action which make this one of the most realistic racing simulations anywhere. It may be a couple of years old, but there's nothing on the Amiga that can touch it.

●£34.99

● **COMING SOON...** STUNT RACE FX – SNES – **NINTENDO – EXPECTED MARCH** ● CRASH 'N' BURN – **3DO – EXPECTED APRIL (UK)** ● MEGA RACE – **MINDSCAPE EXPECTED – MAY**

Nigel Mansell comes to the Super NES complete with a tutorial mode. It doesn't match up to Exhaust Heat, but it's a good alternative if you want something different.

SNES

F1 EXHAUST HEAT
NINTENDO

If you want a Formula One game for your SNES, this one is the only one worth considering. F1 Exhaust Heat uses the old Mode 7 3D scenery trick to get the tarmac rolling and gives you your own team scientist who will invent more efficient engines, new rubber compounds for tyres, and so forth.

●£39.99

F-ZERO
NINTENDO

Unlike all the other games that are featured here, F-Zero has a futuristic theme to it, and consequently the roadways are suspended miles up in the air, and in place of cars you get jet-powered hoverships.

This is a racing game pretty much free of complications. There's no two-player mode like Mario Kart's, but the speed, the colourful, smooth-scrolling graphics and the aggressive opponents provide sufficient exhilaration to keep you hooked.

●£39.99

NIGEL MANSELL'S WORLD CHAMPIONSHIP
NINTENDO

All in all, not bad at all, though F1 Exhaust Heat pips it at the post. The near-pointless training mode doesn't make an impact on the gameplay. However, it is challenging, especially if you sit down to play your way through the championship circuits.

●£44.99

WINNER

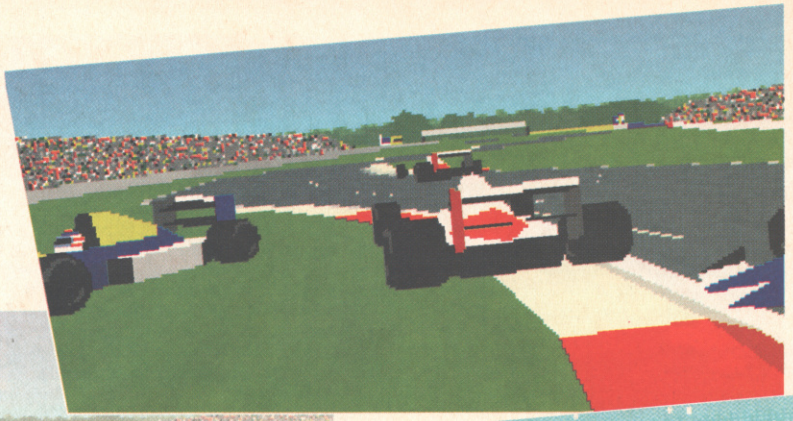
SUPER MARIO KART
NINTENDO

Not super-realistic, but super-FUN, and we'll tell you that for NOTHING! One of the best two-player games on any console and even those who normally turn up their noses at the plumber's exploits need only experience a couple of matches to be convinced. There's nothing better on any machine, including Micro Machines.

●£44.99

COMPARISON CHART
FEATURES

REAL TRACKS	TWO PLAYER MODE	ACTION REPLAYS	CAR CONFIGURATION	
				MEGA DRIVE
✓	✓	×	✓	F1 WORLD CHAMPIONSHIP
✓	×	×	✓	SUPER MONACO GP 2
×	✓	×	✓	LOTUS TURBO CHALLENGE
×	✓	×	×	MICRO MACHINES
				AMIGA
✓	×	✓	✓	F1 GRAND PRIX
✓	✓	×	✓	F1 WORLD CHAMPIONSHIP
×	✓	×	✓	LOTUS TRILOGY
×	✓	×	×	MICRO MACHINES
				SNES
×	✓	×	×	SUPER MARIO KART
✓	✓	×	✓	F1 EXHAUST HEAT
×	✓	×	×	F-ZERO
✓	×	×	✓	NIGEL MANSELL'S
				MEGA-CD
×	✓	×	×	JAGUAR XJ-220
				PC
✓	×	✓	✓	INDYCAR
✓	×	✓	✓	FORMULA ONE GRAND PRIX
✓	×	✓	×	CAR AND DRIVER
				CD32
×	✓	×	✓	LOTUS TRILOGY
				NES
×	✓	×	×	MICRO MACHINES
				GAME BOY
×	✓	×	×	F1 RACER
				GAME GEAR
×	✓	×	×	MICRO MACHINES
				MASTER SYSTEM
×	✓	×	×	MICRO MACHINES



▶ *Geoff Crammond's Formula One Grand Prix is identical on PC and Amiga, although the PC-based game does run faster on 486DX2 machines. If you've got Indy Car, this is a worthwhile second purchase.*

CD

■ JAGUAR XJ-220
■ MEGA-CD
■ SEGA

In 1991 Core Design gave its Lotus-style racing game for the Amiga a bit of a profile boost by basing it on what was then the world's fastest road car, Jaguar's XJ-220. Since then both the game and the car have been bettered, but that didn't stop Sega commissioning a Mega-CD translation to be one of the machine's first titles.

Jaguar puts you in the cockpit of one of these 220-mph mega-monsters and challenges you to burn around 32 torturous tracks before the 30 other cars you're up against.

Underneath these few fancy bits is a game which is competent but not blinding. If you've seen the dazzling driving sections in the CD version of Batman Returns, with its roller-coaster roads and in-yer-face scenery you'll be left unimpressed by Jaguar's comparatively simple and unexciting 3D effect. Add that to the fact that there's not really that much skill required and you've got something which doesn't quite match up to its potential. Still, it is the only playable Mega-CD racer, so you'll just have to make do with it for now.

●£44.99

▲ *Jaguar XJ-220 is the best you're going to get on Mega-CD at the moment. it's a shame it's not that good.*

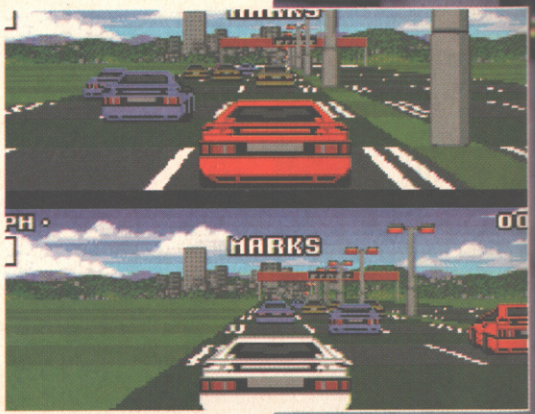
WINNER

■ THE LOTUS TRILOGY
■ CD32
■ GREMLIN

This is an identical pack to the Amiga floppy versions, with all three of Gremlin's successful Lotus games on one disc.

As you might expect, there's plenty of CD music to accompany the driving action, but for some reason the games seem to run slightly slower than their floppy brethren. While this is a problem, there's nothing else in the way of driving games for the CD32 at the moment, so you'll just have to make do. Let's hope that either Mindscape hurry up with Mega Race, or Domark do the decent thing and turn out a version of F1 Championship. In the mean time you'll just have to satisfy your speed-lust with this. At least it's good value for money, which is some consolation for all of you who enjoy getting behind the computerised wheel once in a while. (Full review on page 81.)

●£29.99



▲ *For some reason CD32 Lotus runs slower than the floppy versions on an A500 Still, three games on one disc isn't a bad thing.*

■ AND EVERYTHING ELSE...

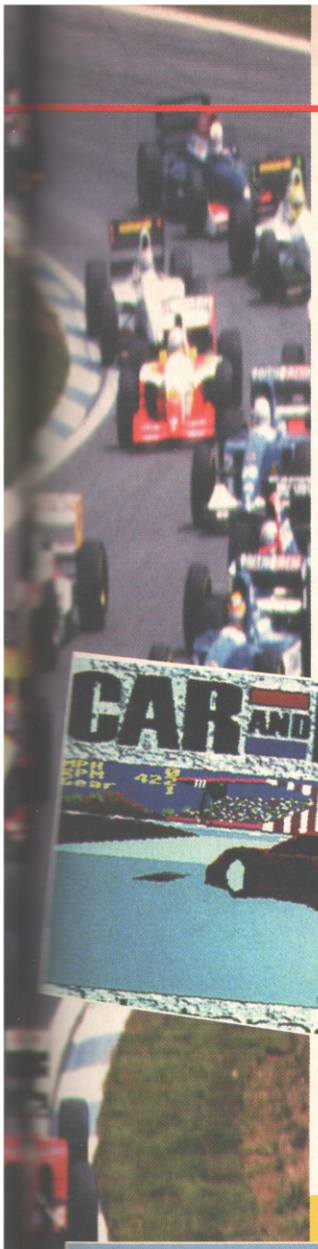
3DO: Currently the only driving game on 3DO is Crash 'N' Burn, which is available only on import. It suffers from a chronic lack of playability, so don't bother with it. **54%**

Best Master System and NES: Like so many other machines, the best here is Micro Machines. Fast paced, two-player and massively addictive. It's out on the Master System and NES which, incidentally, was the first machine it was produced for. **93%**

Best Game Gear: This is probably no surprise, but once again Micro Machines takes the honours. It's only on Game Gear, but it stands head and shoulders over everything else on this machine. It's even got a two-player on one machine option. **95%**

Best Game Boy: Easily the best race game on Game Boy is F1 Race. Not only is it a real humdinger of a driving game, but with the multi-player adaptor up to four players can compete at once. This is the only Game Boy race game worth considering. **95%**

● F-ZERO WAS THE FIRST **SNES** RELEASE TO USE THE MACHINE'S MODE 7 GRAPHICS POWERS FOR THE IMPRESSIVE 3D ROTATING, SCROLLING ROADWAY.



PC

■ FORMULA ONE GRAND PRIX ■ MICROPROSE

Geoff Crammond's sterling Formula One game looks even more at home on a decent PC than it does on an Amiga, this is mainly because the extra processor horsepower makes the animation even smoother when you've got the high detail graphics switched on.

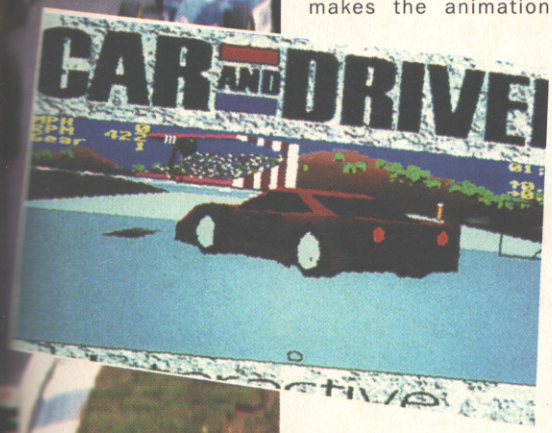
Otherwise the two versions are identical. All the tracks, camera angles and action replay options, car setup features and of course, that superlative gameplay.

£44.99 ● 90%

■ CAR AND DRIVER ■ ELECTRONIC ARTS

To some PC owners heaven is to be found in the seat of a simulated F1 racer, but your regular guy would probably prefer cruising the North American countryside in a completely unaffordable supercar. If so, Car and Driver is the PC driving game for the regular guy.In fact it is the ultimate PC driving game if all you want is great graphics and plenty of scope for carefree car racing fun.

£39.99 ● 89%



▲ *Car And Driver lets you test drive the world's most expensive vehicles.*

BEST EVER RACING GAME

■ INDYCAR ■ VIRGIN

This has got to be the current pinnacle of home computer racing simulations – as long as you're running a high-spec 486. This is a real flash git of a racing game.

Microprose's F1 game is pretty good, but IndyCar definitely gets the trophy that's overflowing with champagne.

It's got to be said, though, that all its detail may prove daunting for anyone just after a speedy burn into oblivion.

£44.99 ● 94%

▲ *Virgin's IndyCar is technically superior to anything else on the market. But Mario Kart just pips it for fun.*

COMPARISON CHART RATINGS

SPEED	GRAPHICS	REALISM	PLAYABILITY	OVERALL	
					MEGA DRIVE
93	73	85	91	89	F1 WORLD CHAMPIONSHIP
83	86	86	84	88	SUPER MONACO GP 2
74	79	67	74	75	LOTUS TURBO CHALLENGE
92	70	45	94	93	MICRO MACHINES
					AMIGA
91	90	91	92	92	F1 GRAND PRIX
94	74	85	91	90	F1 WORLD CHAMPIONSHIP
76	79	67	74	75	LOTUS TRILOGY
92	68	45	94	92	MICRO MACHINES
					SNES
91	88	52	95	92	SUPER MARIO KART
93	87	55	91	92	F1 EXHAUST HEAT 2
90	89	50	90	90	F-ZERO
87	86	89	88	88	NIGEL MANSELL'S
					MEGA-CD
80	74	67	68	79	JAGUAR XJ-220
					PC
92	95	94	93	94	INDYCAR
92	90	91	92	92	FORMULA ONE GRAND PRIX
90	91	90	89	91	CAR AND DRIVER
					CD32
68	79	64	70	69	LOTUS TRILOGY
					NES
91	60	45	94	93	MICRO MACHINES
					GAME BOY
88	74	76	89	89	F1 RACER
					GAME GEAR
91	80	45	94	93	MICRO MACHINES
					MASTER SYSTEM
91	80	45	94	93	MICRO MACHINES

THE CVG CHARTS WITH HMV

NOWHERE ELSE WILL YOU FIND SUCH A COMPREHENSIVE CHART LISTING, WE TELL YOU WHAT'S NUMBER ONE ON EVERY SINGLE FORMAT...

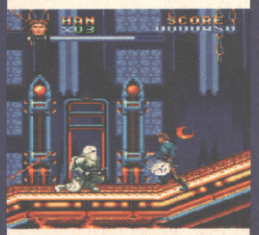
HMV KNOW HMV · KNOW GAME

SNES TOP 10

1 NBA JAM/ *Acclaim*

2 John Madden '94/ *Electronic Arts*

3 Super Empire Strikes Back/ *Bandai*



It seems to have taken about 50 trillion years to appear, but it's been worth the wait. Top notch gameplay complemented with fantastic audio visuals make this a worthy tribute to the film.

4 Sensible Soccer/ *Sony*

5 Striker/ *Elite*

6 Street Fighter II Turbo/ *Nintendo*

7 Mario All Stars/ *Nintendo*

8 Super Mario Kart/ *Nintendo*

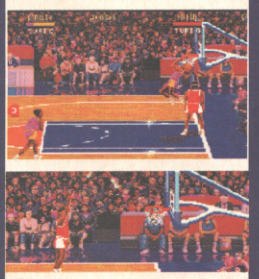
9 Legend of Zelda/ *Nintendo*

10 Starwing/ *Nintendo*

HMV KNOW HMV · KNOW GAME

MEGA DRIVE AND MEGA-CD TOP 10

1 NBA Jam/ *Acclaim*



The best conversion of a stunning game. Although the graphics and speech are not quite up to the SNES', the gameplay is that tiny bit faster and therefore better.

2 FIFA International Soccer/ *Electronic Arts*

3 Sonic 3/ *Sega*

4 Ground Zero Texas/ Mega-CD/ *Sony*

5 Aladdin/ Sega

6 Streetfighter II C E/ *Sega*

7 WWF Royal *Rumble/ Acclaim*

8 Sensible Soccer/ Sony

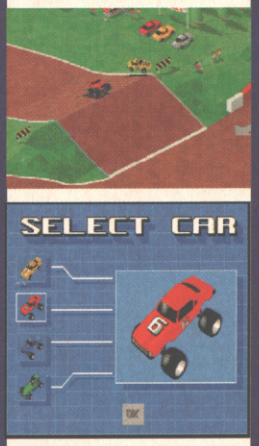
9 Charles Barclay: Shut up and Jam/ *Accolade*

10 NHL Hockey '94/ Mega-CD/ *Electronic Arts*

HMV KNOW HMV · KNOW GAME

AMIGA TOP 10

1 Skidmarks/ Acid *Software*



This racer from the Antipodean softies Acid is a storming little number in a similar vein to Micro Machines, and for around £25 you just can't complain.

2 Cannon Fodder/ *Virgin*

3 Premier Manager 2/ *Gremlin*

4 Mortal Kombat/ *Virgin*

5 Alien Breed 2/ *Team 17*

6 Microcosm (CD32) *Psygnosis*

7 Frontier - Elite 2/ *Gametek*

8 Championship Manager Italia/ *Domark*

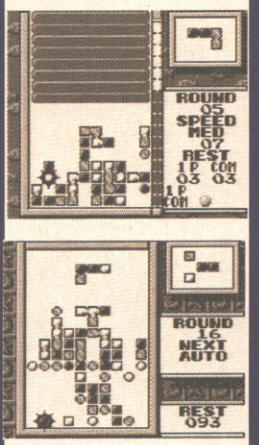
9 Jurassic Park/ *Ocean*

10 Zool 2/ *Gremlin*

HMV KNOW HMV · KNOW GAME

NINTENDO TOP 10

1 Tetris 2/ *Nintendo*



The best puzzler of all time returns in an excellent sequel, although it'll be hard pushed to make the same kind of impact as the first title.

2 Kirby's Dreamland/ *Nintendo*

3 Yoshi's Cookie/ *Nintendo*

4 Duck Tails 2/ *Nintendo*

5 Mig 29/ *Codemasters*

6 Mario and Yoshi/ *Nintendo*

7 McDonaldland/ *Ocean*

8 Flintstones/ *Bandai*

9 Cosmic Spacehead/ *Codemasters*

10 Ultimate Stuntman/ *Codemasters*

HMV KNOW HMV · KNOW GAME

PC COMPATIBLE TOP 10

1 Sim City 2000/ *Mindscape*

2 Sam and Max/ *US Gold*

3 Rebel Assault (CD ROM)/ *US GOLD*

OK this may not have stupendously long lasting gameplay but the breathtaking atmosphere and presentation mean this is one of those rare games that's worth checking out, and mainly for its looks.

4 Star Trek: Judgment Rites/ *Interplay*

5 Hand of *Fate/Virgin*

6 Starlord/ *Microprose*

7 TFX/ *Ocean*

8 Links 386 Pro/ *US Gold*

9 Frontier - Elite 2/ *Gametek*

10 Indy Car Racing/ *Virgin*

MASTER SYSTEM TOP 10

1 Jungle Book/ *Sega*

2 Desert Strike/ *Electronic Arts*

3 F1/ *Domark*

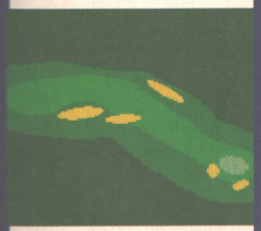
4 Sonic Chaos/ *Sega*

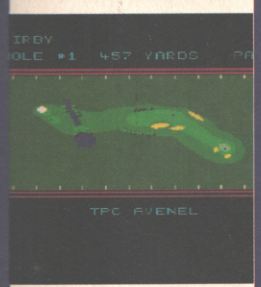
5 Star Wars/ *Sega*

6 Robocop 3/ *Acclaim*

7 Addams Family/ *Acclaim*

8 PGA Tour Golf/ *Electronic Arts*





There isn't a duff game in the Master System chart but this golfing classic from Electronic Arts is probably the best of a decent bunch.

9 Winter Olympics/ *US Gold*

10 Jurassic Park/ *Ocean*

GAME GEAR TOP 10

1 NBA Jam/ *Acclaim*

2 Micro Machines/ *Codemasters*

The playability on this beauty is unbelievable and the fact that you can have a grand two player game on one machine makes this more than essential.

3 Sonic Chaos/ *Sega*

4 Star Wars/ *Sega*

5 Desert Strike/ *Sega*

6 Sensible Soccer/ *Sony*

7 Jungle Book/ *Sega*

8 Dr Robotnik/ *Sega*

9 Mortal Kombat/ *Acclaim*

10 F1/ *Sega*

ARCADE TOP 5

1 Virtua Formula/ *Sega*

2 Ridge Racer/ *Namco*

Some stunning graphics and great sound that's for sure, but the gameplay quickly becomes boring, especially with just the one track to race on. Although it works fine as an arcade game we can't see this cutting the mustard on home formats. We'd love to be proved wrong though.

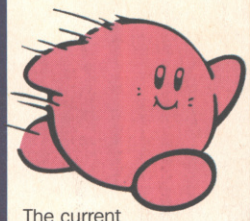
3 Virtua Fighter/ *Sega*

4 Suzaka 8 Hours II/ *Namco*

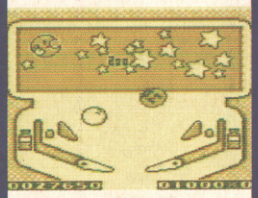
5 NBA Jam Special Edition/ *Midway*

GAME BOY TOP 10

1 Kirby's Pinball/ *Nintendo*



The current office fave, this combines an excellent pinball game with loads of brilliant sub games. The battery backed hi-score table makes for great competitions too.



2 Sensible Soccer/ *Sony*

3 Road Rash/ *Ocean*

4 Star Wars/ *Ubi Soft*

5 Empire Strikes Back/ *Ubi Soft*

6 Zelda: Link's Awakening/ *Nintendo*

7 Batman The Animated Series/ *Konami*

8 Super Mario Land 2/ *Nintendo*

9 Pinball Dreams/ *Gametek*

10 Mortal Kombat/ *Acclaim*

MAC TOP 10

1 Sim City 2000/ *Mindscape*

2 Peter Gabriel - Xplorer (CD)/ *Real World*

As long as you're a Gabriel fan you can't really go wrong with this interactive music title.

3 Myst (CD)/ *Softline*

4 PGA Tour Golf/ *Electronic Arts*

5 Oh No! More Lemmings/ *Psygnosis*

6 Iron Helix (CD)/ *Microprose*

7 Populous/ *Bullfrog*

8 Darkseed/ *Cyberdreams*

9 Falcon/ Spectrum *Holobyte*

10 Monkey island 2/ *US Gold*

PHILIPS CDI TOP 10

1 Voyeur

The best of a bad bunch of games (and films come to that) Voyeur is a great hoot while it lasts with its excellent graphics and sound though.

2 Joy of Sex

3 Escape from Cyber City

4 Caesers World of Boxing

5 Star Trek VI (Film)

6 Top Gun (Film)

7 Black Rain (Film).

8 Caesars World of Games

9 Video Speedway

10 Pinball

ALL FORMATS TOP 10

1 NBA Jam/ *Mega Drive/ SNES/ Game Gear/ Acclaim*

2 Sonic 3/ *Mega Drive/ Sega*

Another Sonic winner from Sega, can the spiky blue one do no wrong? If the quality of this game's anything to go by then the answer's a firm 'NO' matey.

3 Sim City 2000/ *PC/ MAC/ Mindscape*

4 Ground Zero Texas/ Mega-CD/ *Sony*

5 John Madden '94/ *SNES/ Nintendo*

6 FIFA International Soccer/ *Mega Drive/ Electronic Arts*

7 Kirby's Pinball/ *Game Boy/ Nintendo*

8 Super Empire Strikes Back/ *SNES/ Bandai*

9 Sensible Soccer/ *Mega Drive/SNES/GG/ GB/Sony*

10 NHL Hockey '94/ *Mega CD*

● ACCORDING TO HMV FIFA SOCCER IS STILL SELLING VERY WELL ON MEGA DRIVE AFTER THREE MONTHS ON RELEASE. IT'S ALSO DUE FOR RELEASE ON SNES

HELP!

WANT TO GET A SERIOUS ANSWER TO A QUERY ON ANY SUBJECT YOU CARE TO MENTION, BE IT HARD OR SOFTWARE? THEN WELCOME TO HELP! THE CVG TEAM ARE READY AND WILLING TO PUT YOU ON THE RIGHT TRACK!

CD SWAPS?

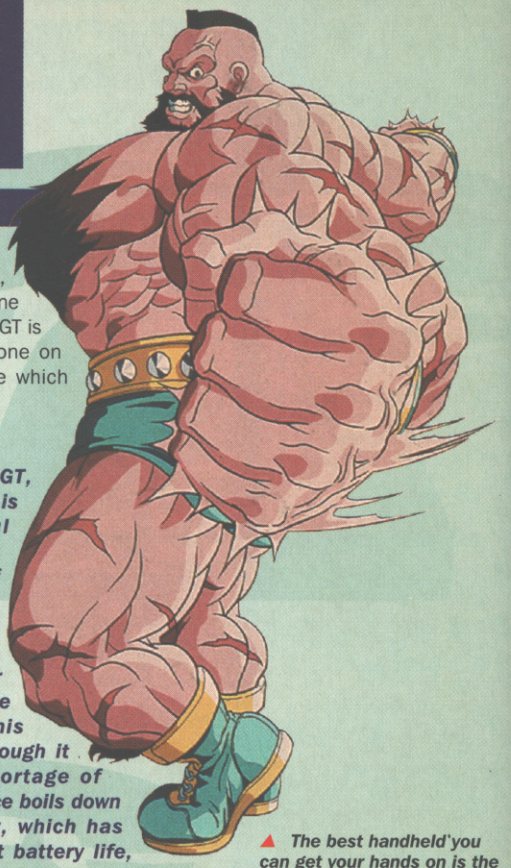
I'm saving up for a PC with a CD-ROM drive. Can I use CD-i games with it or will PC CD-ROM games work on a CD-i?
Duncan Hughes, Slough

The short answer is no. It's a bit like asking if Amiga disks will work on a PC or if Mega Drive carts will work on a SNES. Just because a game comes on a CD doesn't mean it will work on every CD machine out there. The PC and Philips' CD-i are two completely different systems with different capabilities. The only thing that may happen in the future is that if both machines are M-PEG compatible (and that will mean buying an M-PEG card for the PC) then both may be able to play movies on CD — but not games.

BEST HANDHELD?

I'm a Mega Drive owner who now wants to get a handheld, but I really don't know which one to get. My mates all reckon the GT is the best, but I haven't seen one on sale anywhere. Please tell me which one I should buy.
Roger Bartlett, Swindon

Your mates are right. The GT, NEC's handheld PC Engine, is easily the most powerful handheld, and you can get an excellent version of Streetfighter for it. However, it's not on sale officially in this country so you can expect to pay up to £250 for one on import. Technically the best official machine in this country is Atari's Lynx, although it suffers from a chronic shortage of decent software. So the choice boils down to the Nintendo Game Boy, which has decent games and excellent battery life, and the Sega Game Gear, which also has its fair share of quality software, but gets through batteries at an incredibly fast rate of knots. And the Game Boy has a black-and-white screen whereas the Game Gear's is colour.



▲ *The best handheld you can get your hands on is the GT and if you can get hold of one you must try and play Streetfighter on it – it's excellent.*

GAME TIPS

■ MEGA DRIVE

SONIC 3

Best cheat ever? This one comes from the Game Genie helpline, so not surprisingly it requires a Game Genie to work. But heck, this one's almost good enough to make you BUY a Game Genie. No doubt you were all puzzled by the lack of a level select and a level design mode in Sonic 3. Well they are in there, it's just that no-one has worked out the button combinations to activate them. This Game Genie code:

AA6T-AAXC does activate them, and you can call up the level select from the title screen just by pressing START. Notice that there are two zones here which you can't select because they only appear in the 'rumoured' 24 M-bit version of Sonic 3 which is coming soon. The level design cheat is activated from this screen. Just press A and START to begin your chosen level in debug mode, then press B to change Sonic into a ring, A to change the ring into another sprite and C to place the object. Pressing B again starts the action.

You can use the level designer to activate Super Sonic by changing Sonic into a TV, placing the TV on the background and pressing B to start the game.

Just smash the TV to become Super Sonic! So, wasn't that rather lovely? And if any CVG reader out there finds out how to access the cheat without needing a Game Genie, let us know at the usual address and we'll probably sort you out with a free game for your efforts.

ASTERIX AND THE GREAT RESCUE

This game is really 'Gaulling'. Now, while we take our medicine and have a quick lie down to recover from that poor pun, you entertain yourself with these level codes. Just enter the magic words on the code screen. Oh, and thanks to Gordon Anderson of Caithness for sending them in.

LEVEL 3 - CONDOR
LEVEL 4 - VIENNA
LEVEL 5 - AVALON
LEVEL 6 - DULCIS

Buying a PC and a Mega Drive is more expensive than buying a Mega-PC, but a PC is more expandable in the long run.

PC ANSWERS

I'm thinking of buying a Mega PC and have a couple of questions to ask:

1. Will I be able to copy Mega Drive games to the PC's hard disk?
2. Do I have to buy a set of speakers for it as well?
3. Does it actually work out cheaper to buy a PC and Mega Drive separately?

Richard Price, Cobham.

1. Nope, which is just as well as that would be illegal...
2. Unlike most PCs, the Mega-PC has speakers built into the monitor with a volume control on the front of the machine.
3. No, but not by much. You're probably better off buying separately, as the PC bit of the Mega-PC isn't that expandable. It might cost you a bit more, but you'll be better off in the long run.

REBEL ASSAULT

I have a CD32 and a Mega-CD and what I want to know is when is Rebel Assault coming out on either of these machines? If it's soon, which will have the best version?
Justin Synod, Eastleigh

Rebel Assault on CD32 is still a very long way off, and there's even a chance it may not appear at all. The Mega-CD version, however, should be available towards the end of the year. If the game was to come out on both machines, the extra power and colours of the CD32 would most likely make it the best version.

THE HELP! LINE

Yes, if you've got a tip or query about a game then rather than send it in why not phone it in to the CVG Help! Line. It's open from Friday afternoons right the way through to Sunday evening. All you have to do is phone 071-972 6720 and you can leave your message. It's as simple as that.

CART PRICES

How is it that Jaguar cartridges will be the same price as normal Mega Drive and SNES games when you say they can hold a lot more information. After all, the games are on a 64-bit machine so shouldn't they cost more?
Bill Smith, Winchester

There are several reasons why they're the same price. First, Atari and its developers don't have the same shipping problems from Japan that Nintendo and Sega have. Secondly, they can fit far more on a cartridge because of a clever compression facility which reduces the game's code to the smallest possible size. Thirdly, since they are not manufactured in Japan they don't get affected by the fact that the Yen — the Japanese currency — is expensive compared with the dollar or the pound. And finally, some of the code that would have to be included in a Sega or Nintendo cartridge to control graphics and sound are already supplied in the hardware of the Atari machine, thus saving space on the cartridge.

COSMIC SPACEHEAD

Here's a password which advances the low-quality Cosmic Spacehead player to locations he has never boldly gone before. Thanks again to Gordon Anderson for being so beautiful.

DSCZ XEEA L4WI LQIY M766

EX-MUTANTS

This is just in from the Royal Mail. Alex Lai of Shipley says that there's a secret options screen in Ex-Mutants which is accessed as follows. Go to the regular options screen and set the music to 05 and the FX to 21. Go to exit and hold down A, B and C, then press START.

THE FLINTSTONES

Here's an easy way to get this platform game from the Stone Age over with and out of your life for good. On the title screen, hold down A, B, C, and LEFT, then press START and boomshanka! you've got a level select! Just think of all the trouble we've just saved you.

MEGA-CD

SONIC CD

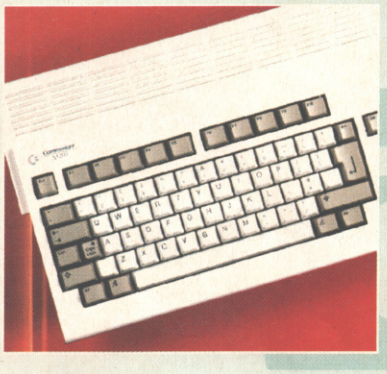
Is Sonic running out of get-up-and-go? Well, it happens to all hedgehogs at this time of year, but you can get His Hogness out of the doldrums with this level select. Title screens at the ready? Right, press UP, DOWN, LEFT, RIGHT, B and START and hey presto, there it is in blue and white.

And that's not all. There's also a sound test in Sonic CD which lets you play the effects, the chip music and the DAs (the tunes on the disc) with ease. To reveal it get ☛

HELP!

SPEED FREAK

I own an Amiga 1200, which I think is rather spectacular. However, even though it's got a 68020 processor, I would like it to run faster. Is there any kind of accelerator board I can buy?
Jason Reading, Mitcham



There certainly is. Depending on how much you want to spend, you can speed your machine up to 30, 40 or 50MHz. However, if you just want faster games, an accelerator will only speed up games which feature vector graphics or use features which slow the machine down. Your best bet is the GVP A1230-II, which is a 68030 50MHz accelerator which holds up to 32Mb of RAM and has plenty of expansion capabilities. Prices start at £249. For more information contact Silica Systems on 081-309 1111.

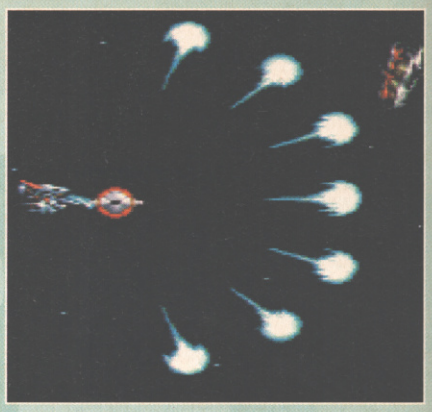
SNES BEST

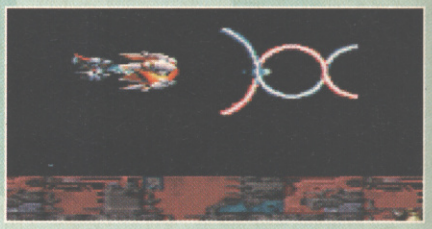
I have just bought a SNES and I was wondering if you could answer a few questions:

1. What is the best shoot-'em-up on the SNES?
2. Which is better, Striker, or Super Formation Soccer?
3. I want to buy a joystick for Streetfighter II, which one do you recommend?

Lee Evens, Shropshire

1. It's between R-Type 3, Starfox and Super Aleste.
2. Striker by a mile.
3. Our fave is still the Capcom stick, which is accurate and takes a hell of a pounding.





▲ ***The best shoot-'em-up on the SNES? Well we reckon that R-Type III would have to shoot it out with Starfox and Super Aleste.***

REPAIRS

A few weeks ago I let my brother finally get his hands on my Mega Drive, which was a mistake, as the stupid dweeb pulled the cartridge (Streets Of Rage 2) out without switching the machine off. Now the game won't work. Is there anywhere I can get it repaired?
S Harding, Newcastle

Unfortunately I'm afraid that once a cartridge has gone down it can't be repaired. Still, look on the bright side, it could well have been your Mega Drive which went belly-up.

GAME TIPS

☛ the title screen up and, press DOWN, DOWN, DOWN, LEFT, RIGHT then A.

That's not all there is either. If you enter these codes you should find yourself confronted with some particularly interesting effects...

FM 42 PCM 03 DA 01 - Groovy Sonic
FM 46 PCM 12 DA 25 - Rather odd Sonic
FM 42 PCM 04 DA 21 - Ooh! Sinister Sonic
FM 44 PCM 11 DA 09 - A nice pic
FM 07 PCM 07 DA 07 - Access a hidden special stage with a giant Robotnik in the background

And even THAT'S not all. If you're the sort of person who gets their thrills by challenging their mates to complete stages in record time, you might like to compare your best efforts with those of the Sonic Team which appear when you press RIGHT, DOWN, DOWN, UP and C on the title screen.

And that's nearly all, because we haven't got unlimited space for Sonic CD cheats y'know. So finally, here's a little wrinkle which lets you mess around with the scrolling clouds on the title screen. Press UP, DOWN, DOWN, DOWN, DOWN, UP on the title screen, and then move the D-button to make the clouds zoom around the screen like never before.

■ SNES

MARIO ALL-STARS

Our very own Mark Patterson discovered this wriggling lovely of a tip with the help of his

own mighty brain power and perseverance. At the start of the game, punch the second block to reveal a mushroom. Hit a block to bounce the mushroom over the wall, without hitting the Koopa Troopa. Grab the mushroom but don't scroll the screen on. Go back and break all the remaining blocks at the bottom except for the one on the right. Time it so the Koopa is left on this last one. Jump on to the block which contained the mushroom then leap on to the Koopa Troopa. All you have to do now is keep bouncing on him to rack up loads of extra lives. The game crashes when it reaches 126, so you'll have to limit yourself to 125 if you don't want all this farting about to go to waste.

YOSHI'S SAFARI

Finding this too easy? Well of course you are.

If Streetfighter II is not your idea of beat-'em-up heaven, then why not try Streets Of Rage II. Be sure also to read our Work In Progress on SOR III on page 34.

WHICH PUNCH?

I'm after a beat-'em-up for my Mega Drive, but I don't know which one to get. I'm not really a fan of Streetfighter II, so is there anything else you can recommend?
Morris Day, Sunderland

The obvious alternative to Streetfighter II is Eternal Champions, which is still basically the same type of one-on-one beat-'em-up. For something different we suggest you give Streets Of Rage II a whirl, or wait until couple of months for Streets of Rage III to appear.

3DO DOH!

I'm interested in buying a 3DO when it's finally released here, but I'm worried that there won't be any decent software for it. Should I buy one or wait to see how the software turns out?
Sam Jones, Norwich.

The latest news we have on the American machine is that a lot of them have been returned, mainly because the console keeps crashing. Later versions of 3DO, like the ones which will be released here, shouldn't have this problem. So far the software support is very good with over 140 titles being shown at CES in Vegas in January (see Issue 148). However, price is another consideration. It's going to be one of the most expensive consoles on the market.

MARTY WHO?

I recently heard about a Japanese machine called a Marty which is supposed to be one of the best console systems you can buy. What exactly is it and will it be released in this country?
Danny Elphick, Durham

The Marty is actually the latest incarnation of the excellent and popular FM Towns console. This is a PC-based system that has a built-in CD drive and is sold in Japan, and the only way you'd get hold of one in this country would be on import and it would be very expensive. You can read all about the machine and what new games are being released for the Marty on pages 92 and 93.

THE HELP! LINE

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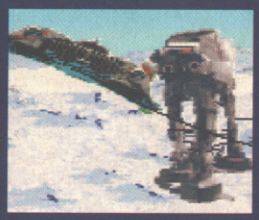
Now try out your SuperScoping skill out on a harder difficulty setting by pressing L, R, X, Y and START simultaneously while the title screen is up. If the background turns purple, the cheat is working.

SUPER EMPIRE STRIKES BACK

A fine bunch of level passwords for those of you who are not so strong with The Force. Remember kids – don't give in to hate.

STAGE TWO: MRWNPL
STAGE THREE: NLBJJF
STAGE FOUR: DGBDPL
STAGE FIVE: TCCPSJ
STAGE SIX: RCWJMF
STAGE SEVEN: JRGRTD
STAGE EIGHT: MDBNMR
STAGE NINE: GTLCNP
STAGE TEN: WWBGHF
STAGE ELEVEN: PGBNBH
STAGE TWELVE: DLPMMD
STAGE THIRTEEN: TNPSPL



STAGE FOURTEEN: SHRBLW
STAGE FIFTEEN: LNGPNN
STAGE SIXTEEN: FSFMSR
STAGE SEVENTEEN: FCPDPC
STAGE EIGHTEEN: HPLSHJ

ZOMBIES

Fancy a blast at the Day of the Tentacle bonus round, without all the usual hassle of actually having to play through to it? Aber natürlich! Enter BCDF as a password and, lo and behold, nothing appears to happen... until you start the game and off you go, straight to Day of the Tentacle where you can grab a bazooka before starting the first real level. The bonus is that when you complete level one you can access the same bonus round again!

FLASHBACK

Alert! Alert! Flashback level codes have entered our pages! Adopt code-entering posture for imminent gameplay advancement! Help! Help!

HELP!

GAME TIPS

Short Tips author approaching meltdown! Emergency coffee machine activation stations! (What are you talking about? – Ed)

LEVEL ONE: ZBVDS
LEVEL TWO: JNGLQ
LEVEL THREE: HNYTM
LEVEL FOUR: KVNFR
LEVEL FIVE: DWNGH
LEVEL SIX: STBRM
LEVEL SEVEN: RDBQLR

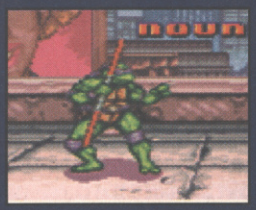
JURASSIC PARK

As Ernest Hemingway might have put it,

'There was a secret room at the top of the eastern mountain range. I used Alan to kill the raptor and then went down the steps, only to find a boulder by the next flight of stairs. I kept going until Alan was at the top of the last flight of steps before the ship, near a jagged wall. This wall was a door to a secret room full of extra lives and assorted other bonuses.' Oh Mr Hemingway, CVG salutes thee!

TURTLES TOURNAMENT FIGHTERS

Here are a trio of tasty tips direct from Konami. To get yourself 10 credits to mess with



in the story mode get your player two pad and press the following multi-button stream on the title screen: BBB AAA XXX XXX X

Don't forget to set the credits select to 10 on the options screen. Now then, here's one that lets you select the final two stages in vs battles: L, R, L, R, L, R, A And finally Esther, here's one that gives you the Ultimate Attacks in story mode: UP, LEFT, DOWN, RIGHT, X, Y, B, A, X, Y, B, A, X

LEGEND OF THE MYSTICAL NINJA

D Lurcock of sunny Sittingbourne sent in

these peachy passwords and logbook entries to aid you in your trek through this fine game. Take it away, D.

PASSWORDS
yV70?0
vZ46&H>
8Gzvr=9
"?/KZK
+Z-696
j/r?P?
Tx@ZzZ

LOGBOOK ENTRIES
3/5PK 9?Vm& Q?kKP
G-G++ y<KP/ KPGyQ
x

mNW8Z YTZ&? 8$@W&
Apzb2 85z&6 zlWx@
W

z9v7Y Y"Y%; 4#?Vk
"xY33 7&Y/5 YkvYY
d

GAME GEAR

JUNGLE BOOK

For a quick and conve-

nient level skip, switch on your Game Gear and as the Disney logo spins on to the screen start rotating the D-pad clockwise until you hear a chime. Now all you have to do is press left or right to select your starting stage.

PC

REBEL ASSAULT

Cool game, but man, that first snowspeeder

level's a bit tricky isn't it? Well, no more writhing in frustration any more for you, young Jedi, because this game has a simple cheat built in which lets you pick and play the level of your dreams. When the game boots up, calibrate your joystick and as soon as the LucasArts logo appears in front of the Death Star, press UP and fire, DOWN and fire, LEFT and fire then RIGHT and fire. You should then hear a mournful chorus of 'LOOOCASARRRRRTS' which indicates that you're in a cheat mode-operational situation.

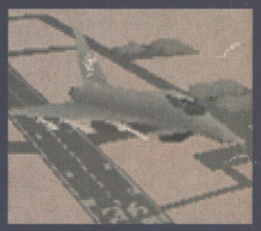
Now start the game and as soon as you get into trouble you can press the '–' key on the numeric keypad to reduce your damage to zero or, if you're feeling a bit mad, hit the '+' key to increase your damage level. And what about that level select? Just when you're getting fed up with the level you're on, press one of these keys and watch in awe as everything goes screwy and you're hyperspaced to somewhere else.

1 - Fighter training
2 - Asteroid training
3 - Kolaador
4 - Star Destroyer attack
5 - Tatooine attack
6 - Asteroid field
7 - Probe droids
8 - AT-AT attack
9 - Stormtrooper gunfight
A - Protect the transport
B - Yavin training
C - TIE battle
D - Death Star attack
E - The big cannon
F - Trench run.

When you complete the last section, watch out for the final LucasArts end sequence which is one of the best bits in the game!

TFX

As games go, TFX contains more than its fair share of bugs, with this being a particularly useful one. If you find your-

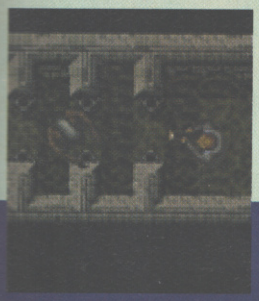


self without enough fuel to make it back to base, or your plane's been shot up, hit ALT-L to switch on the autopilot, which will bring you safely home again, regardless of what state your plane's in.

ALIEN BREED

For all those having trouble battling their way through the acid-drooling armies of aliens, here are the codes:

1. AAJIHGDDC
2. CGGHDGCDG
3. HDICICCII
4. IDHEHDGCC
5. AAAABAAAA
6. CCGDGBBBB
7. HHIAAJJIG
8. GGDDJJHFD
9. JIECBFGFF



10. HGGEDDCCB
11. HHHGFGDCC
12. IHDCHGHFF

CD-I

KETHER

Here's an interesting little tip-ette Deniz came up with. The be-hatted one reckons that it's pointless trying to dodge anything on the flying sequences. Instead aim solely for the green energy pods. These

come along so frequently that, provided you don't miss any, you can crash as many times as you want.

MASTER SYSTEM

MORTAL KOMBAT

While most other versions of this game only let you fight against Reptile, this one actually lets you become Reptile. Admittedly he only has Sub Zero's powers this way, but you can't have everything. Play through to Shang-Tsung and let him beat you. When the continues countdown is on the screen press START on pad two. The game should restart, with Shang-Tsung facing the wrong way. Punish him for his stupidity by giving him a clout and you should transform into Reptile!

MACINTOSH

SPECTRE

This is just a quick tip for all those who keep getting trounced by their mates in net-play mode.

To find out what's going on and where, type in GOD at any point during the game. This brings up a map of the entire combat zone, showing you just where the other players are.

MULTI FORMAT

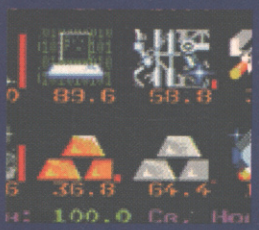
MAC/PC SIM CITY 2000

The key to a successful city is getting a good start, so begin by pausing the game. Don't build any zones larger than 5x5 square and start off with three residential,

three industrial and one commercial. Lower tax on electronics and aerospace to 0%. Go for the cheapest power station to save cash. Watch the indicator bars that show you what zones are in demand, and if any start going down lower tax in that area. Finally, only take out a bond when you can still make money while paying it back. After 60 years bump up tax on aerospace and electronics and rake in the cash. This should enable you to create a thriving, and more importantly, profit-making city.

AMIGA/PC FRONTIER

In order to buy your dream ship you need to earn loads of cash, and here's a simple way to do that. Buy a passenger cabin then take some-



one on board. Now go to the New and Reconditioned Ships screen and try to buy ☛

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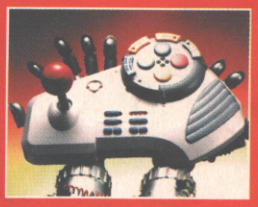
XTRAS

A WHOLE HOST OF (MOSTLY) CHEAP ADD-ONS AND UPGRADES TO BOOST YOUR GAMES MACHINES....

TWO FINGERS

Don't you just hate those cheats for the SNES and Mega Drive – those which require endless prodding of the joypad? A programmable joystick is one solution – just assign it to one key. The latest of which comes from QuickShot: the



Conqueror 2 is a large, if lightweight, table-top joystick with suction pads. It comes complete with a rotational button pad, slow motion option, turbo fire and two memory banks that store your favourite moves. At £24.99 it's very good value compared to its nearest competitor. Available from Quick Shot (081-808 7533).

CONVERTED BY ALL

Every serious SNES owner needs a converter for those import titles, but there are quite a few games available which will still refuse to work, such as the US Mario Collection. Datel's new Universal Adaptor should put things right. It ignores the 'key' code in carts so that any cartridge from any country should run on any SNES machine, although for really stubborn carts you can contact Datel for special access codes. We use this adaptor all the time at CVG, and it's proved very reliable. A bargain at £14.99 from Datel (0782 7443234).

TIP DIY

This tip will save you pounds if you use floppy disks a lot. Did you know that the only difference between a 1.44Mb disk and a 720k one is the extra hole in the bottom right corner? Yep, inside it's exactly the same, so it's annoying that you're charged an extra 30-50% for a 1.44Mb disk. Our tip is to get a sharp object like a screwdriver and bash a clean hole next to the existing one on any spare 720k disks (be very, very careful!). You can now use them to store double the information!

5 REASONS WHY YOU MUST BUY THE MAY ISSUE OF SEGA MAGAZINE

1. MEGA-32
32-BIT HITS THE MEGADRIVE

SEGA MAGAZINE has the full story on the incredible new Mega-32 add-on. For only £150.00 you can upgrade your Megadrive to play arcade perfect versions of Virtua Racing and Virtua Fighter... and that's only the beginning. Mega-32 also brings VHS quality full-motion video to the Mega-CD, promising a new wave of incredible CD titles. We interview Sega's European Product Director and give you the FULL story. You won't find this level of information *anywhere* else.

2. INCREDIBLE FREE TIPS MAP.

After literally weeks of work, we reveal the secrets of Sonic 3 in a massive tips map! It's rather smart, exceptionally lovely looking, extremely useful and it's totally FREE with SEGA MAGAZINE.

3. WIN £1,500 WORTH OF COMPUTER GEAR

Yes! Argos and Acclaim team up with SEGA MAGAZINE to promote the top new Ryan Giggs Champions World Class Soccer game. The result? An opportunity for you - Johnny Reader - to win up to £1,500 on games gear of your choice in an Argos Superstore. Not bad eh?

4. STREETS OF RAGE 3 EXCLUSIVE.

The best beat 'em up ever? We review the game and feature it in a massive eight page showcase. Find out what some of Sega of Japan's greatest coders, artists and musicians can do with a massive 24-meg cart. It's something else...

5. DAYTONA GP - IT'S AMAZING.

Check out the future of 32-bit technology. We unveil Sega's greatest coin-op to date - Daytona GP. It features some of the best graphics ever and combined with the playability of Virtua Racing, it's going to be BIG...

No speculation, no rumours, no incorrect information. Everything you need to know - direct from Sega, put together by a totally independent editorial team.

SEGA MAGAZINE, ISSUE FIVE, OUT 15 APRIL PRICED AT £2.25.

HELP!

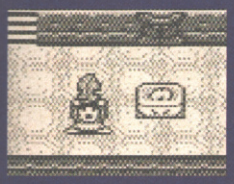
GAME TIPS

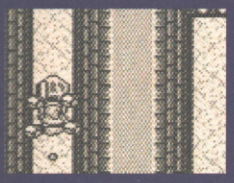
screen and try to buy another ship. Your efforts should be rewarded by an increase in funds. Best of all, you can keep doing this until you're the richest man in the universe.

GAME BOY

LINK'S AWAKENING

Here's an easy way to get past difficult screens in this king of Game Boy role-playing





games. Walk to the edge of the screen and when Link is halfway over the edge press SELECT to call up the map. Press again and Link is warped to the edge of the next screen. Remarkable.

RAGING FIGHTER

Fancy playing off the same characters against each other in this saucy beat-'em-up? You do? Well, on the title screen press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A then B and

you should find yourself presented with the words COMMAND ON. The essential 'Same Fighters Play-Off' option is now open to you. Gordon Anderson, we thang yow!

KID DRACULA

Being a totally crap vampire is no fun at all, so for all you crap vampires out there here are the level codes for this jolly game:.

LEVEL 2 - 5613
LEVEL 3 - 3272
LEVEL 4 - 7283
LEVEL 5 - 5346
LEVEL 6 - 7225
LEVEL 7 - 5539
LEVEL 8 - 7158

AMIGA

CANNON FODDER

As you may know Sensi-Soft's super gun game treats soldiering simpletons with some contempt. If you're among the unfortunates try this handy cheat which makes your blokes super-powerful. Go to the game save screen

and enter JOOLS as a file name. War is no longer hell.

MORTAL KOMBAT

For those of you still wondering who this Reptile is that everybody's talking about and how you get to meet him here's the

gen, but we're warning you, it's not easy! Play with either Johnny Cage, Sub-Zero, Kano or Raiden and when you get to the pit level you need to win with two consecutive flawless victories, performing the fatality move at the end of both. Get it right and you'll drop into the pit to face Reptile, a greenish version of Scorpion who has his special moves as well as those of Sub-Zero.

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XTRAS

CD-ROM BARGAIN

A double-speed CD drive is one of the most sought-after peripherals for any PC owner, although the high prices still put most people off. If you can fork out for one, though, Mitsumi is about to launch its latest double-speed drive, the FX00-1D. The asking price is £169 from Mitsumi (0276 29029).

TAP-IN

Four-play adaptors are an essential buy for both Mega Drive and SNES owners. As their name suggests, they permit up to four joysticks to be connected for use in multiplayer games. Bomberman from Sony makes the best use of the device on SNES and EA's sports titles cater for the Mega Drive. Adaptors are available from various manufacturers for around £15-30. We've also heard of a new one called the Tribal Tap, which supports a staggering six simultaneous players on the SNES. Unfortunately, there

aren't any six player games available – yet. It's £24.99 from Effin Awesome (0924 897359).

GEARED UP BOY?

It's not new, but the Game Genie is still possibly the best-selling peripheral for the Game Boy and Game Gear. Plug it in the game slot and you have access to thousands of cheat codes to all the latest games. £24.99 from any good dealer.

BOOSTER BOY

The ultimate improvement for Game Boy owners could well be Saitek's Booster Boy. For £22.99 it encases your Game Boy and pro-

vides a joystick, magnifying glass and stereo speakers. Now doesn't that look more expensive? Contact Special Reserve (0279 600204).

COMPETITION TICKLED, WE ARE

We've got five Conqueror sticks to give away to CVG readers. Just send as a silly picture of yourself and if we crack up you'll win. Postcards to: Joy Tickler Comp, CVG, 30-32 Farringdon Lane, London EC1R 3AU, and don't forget to let us know whether you own a SNES or a Mega Drive.

HOW MUCH MORE DO YOU WANT TO KNOW?

- Do you want to find out about the best new peripherals for your Amiga?
- Is there more information about the latest music software and graphics packages?
- Is there more to the latest new games?
- How do you push your hardware to the limits?

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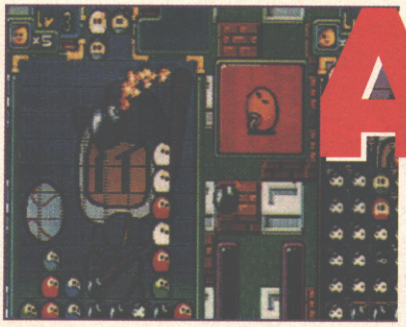
ARCADE ACTION

LAWYER WARS – CAPCOM VS DATA EAST

Lawyers of Data East and Capcom are currently in horn-locking mode, the subject of their discussions being Data East's Fighter's History. It's a one-on-one beat-'em-up which Capcom reckons is too similar to Streetfighter II. Data East has also flogged Fighter's History to SNK who is releasing it as a Neo Geo title, to Capcom's annoyance no doubt. This might seem a strange tack for Capcom to take seeing as SFII has spawned countless clones, and Fighter's History is no more similar to it than games like World Heroes or Art of Fighting. Could this mean that Data East has woken a sleeping tiger and Capcom is now getting tough on all copycats?



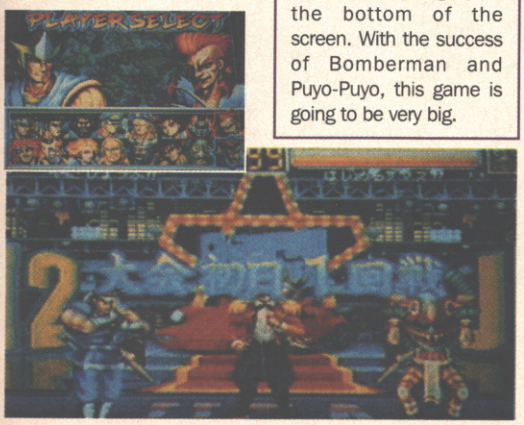
▲ *A Bomberman and Puyo-Puyo hybrid is coming soon.*

PUZZLE GAME GIANTS MERGE

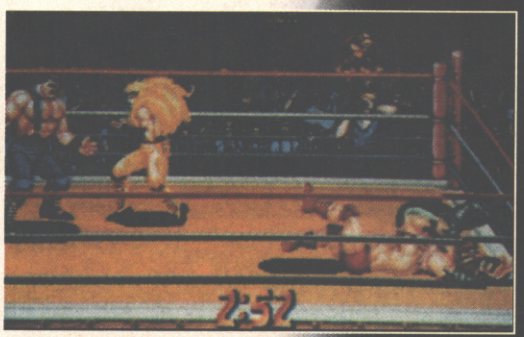
Top games Puyo-Puyo and Bomberman are coming together in a coin-op from Eighting. No official title as yet, but the idea is to manoeuvre the falling bombs until they join together and explode, clearing all the Bomber Man heads piling up at the bottom of the screen. With the success of Bomberman and Puyo-Puyo, this game is going to be very big.

CAPCOM'S WRESTLE FEST

Coming soon from Capcom is Muscle Bombers, sequel to Saturday Night Slam Masters. It features the same gang of weirdo wrestlers, but the control system has apparently been altered to make the game easier. Muscle Bombers also features a four-player link-up, though this only works with two connected cabinets. Capcom is also soon to convert Saturday Night Slam Masters on to a massive SNES 24 meg cartridge.



▲ *The stars of World Heroes 2 are set to return in the imaginatively named World Heroes 2 Jet.*



▲ *The Sequel to Saturday Night Slam Masters – Muscle Bombers.*

RETURN OF THE WORLD HEROES

World Heroes 2 Jet, is a souped-up 'championship edition' featuring the original contestants, along with two new ones, a fire-breathing warrior with an electric halberd (that's a big spear/axe combo in case you didn't know), and a sinister-looking supernatural geezer with spinning claws. The gameplay is faster, there's a new 'story mode', and the special moves look even more stunning than last time.

JAPANESE NIGHTMARE

Things are starting to go sour for Japan's coin-op giants. Sega, Namco and Taito are all expecting massive drops in profits as arcades shy away from stocking their games. It's being blamed on the recession in Japan, but we reckon the fact that between them they've produced only a handful of decent games in the last year has got a lot to do with it.

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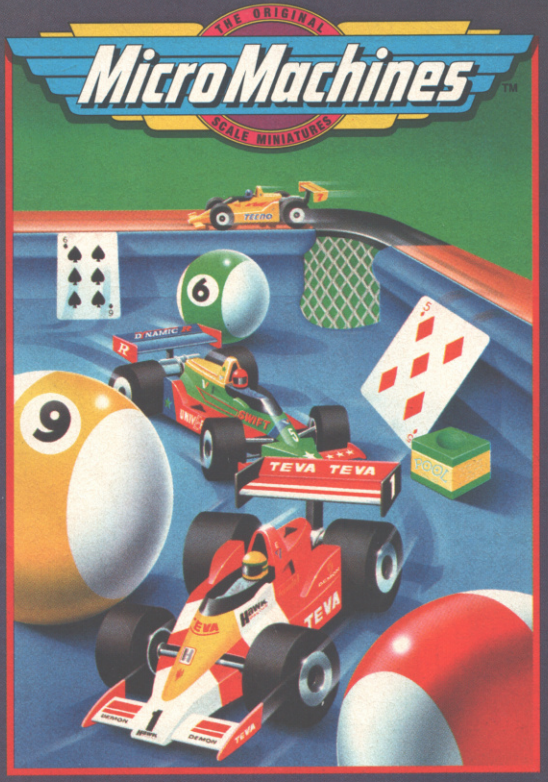

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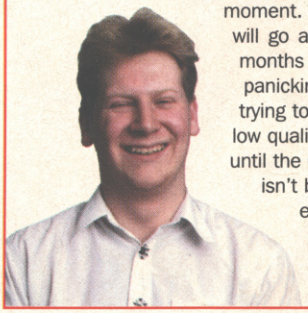
BIG EDS

THE EDITORS OF BRITAIN'S BEST COMPUTER AND VIDEO GAMES MAGAZINES TELL YOU WHAT TO LOOK OUT FOR ON THEIR SPECIALISED FORMATS...

SIMON BYRON EDITOR, THE ONE FOR AMIGA GAMES

Stardust, Overkill and Cannon Fodder, the best Amiga games of 1993, proved that even in this day of sophisticated graphics and visual trickery you can't beat old-fashioned playability. Thankfully, this trend looks like continuing with the release of Acid's Guardian, a 3D version of that old arcader Defender. You won't see a game which marries playability and fast-moving 3D routines as well as this on any other format.

PAUL RAND EDITOR, COMPUTER AND VIDEO GAMES



Try as I might, I just can't stop playing Liberation on CD32 at the moment. It's almost certain that the market will go almost totally CD within the next 18 months to 2 years, but the major players are panicking at present because, while they're trying to knock out generally over-priced and low quality console product to tide them over until the CD revolution, the man on the street isn't buying. Good on you, I say – find out exactly what's good or crap, only buy the good stuff, and keep it up until they get their act together!

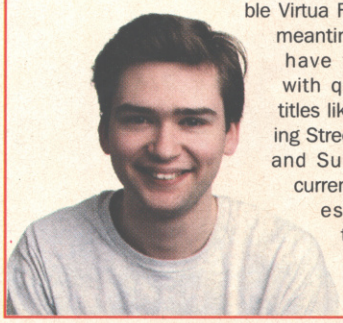
DAVID UPCHURCH EDITOR, PC GAMES

After a hard day's city construction, how would you unwind and relax? You'd run around darkened labyrinths, chainsawing anything that moves – obviously. At least that seems to be the case if the current PC hit games are anything to go by, with both Sim City 2000 and Doom causing PC gamers across the country plenty of sleepless nights. These are interesting times for PC owners; this month has seen more games released on CD than on floppy, with titles such as Mindscape's MegaRace showing just what the shiny new medium can do when pushed. Personally speaking, you can keep your new-fangled high-tech gadgets – all I need is a chainsaw...

TIM BOONE EDITOR, NINTENDO MAGAZINE SYSTEM

Right now Nintendo owners have three big questions: 1) What are the new FX chip games like? 2) What's the best soccer game? and 3) How long until Project Reality? At NMS we can answer two of them, but the third is in the lap of the gods! The new FX games look very exciting, and have the potential to take the Super NES to a new level. There's soccer mania in the Nintendo marketplace, with three front runners: FIFA Soccer, World Cup USA '94 and Kick Off 3. My advice is that you can safely buy any of them: they're top quality titles and among the best games I've ever played!

RICHARD LEADBETTER EDITOR, THE OFFICIAL SEGA MAGAZINE



Me and my Mega Drive are virtually inseparable at the moment. And that's because Virtua Racing provides more high-speed pursuits and incredible car accidents than the Police! Stop! video – combining realistic Virtua 3D graphics with superlative gameplay. It's looking like 3D is the future of gaming, what with the announcement of the Mega Drive's 32-bit upgrade – apparently this little sucker out-specs the Saturn in terms of speed and the number of polygons it renders – which bodes well for future Sega Virtua titles, like the incredible Virtua Fighter. In the meantime, we'll just have to make do with quality 16-bit titles like the thumping Streets of Rage 3 and Sub-Terrania – currently the greatest blaster of the year on any home system.

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VR FOR THE MASSES!

IT WORKS IN THE HOME AND IT'S THE WORLD'S FIRST AFFORDABLE VR KIT...

At last, it's here! Yes, Virtual Reality is no longer confined to the megabucks world of the larger arcades.

There's been so much hype about Virtual Reality – in trendy magazines and on TV – that you might have been forgiven for thinking that, a few quid spent in the arcades aside, it all seemed pie in the sky. That's all set to change, though, when Forte release the VFX1 in the autumn. It's a complete VR system – headset, joystick and controller card – for the PC, and it's going to cost around £650. Home virtual reality has arrived at last and it's cheaper than a surround-sound telly and 10 times as exciting.

The headset's pretty lightweight but it does pack a punch, with twin, adjustable LCD displays for full-colour 3D stereoscopic images, 3D sound capabilities, a flip-up visor and motion tracking so the view follows the movements of your head. And it's not too uncomfortable to wear either.

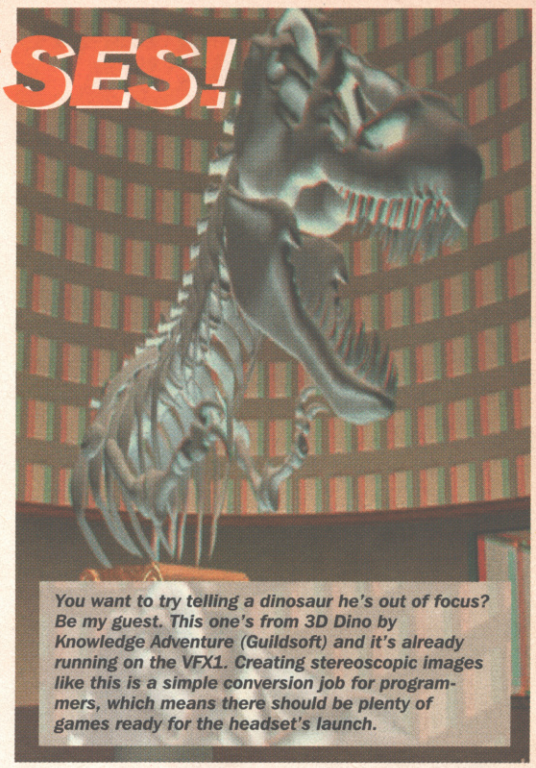
What about the games though? Well, Forte claims that adapting current games for the headset is a simple and inexpensive job. We've been talking to games developers about it and there's a lot of interest in the system from the likes of Bethesda, Origin and LucasArts. The VFX1 is already running Doom, among others.

The best games for it however are 3D and first-person ones, such as Ultima Underworld, Terminator Rampage and Wolfenstein. But any 3D flight sim or racing game would be a good candidate for a conversion. Imagine 3D enemies piling at you from all directions, or a haunted house mystery where something demonic really is creeping up behind you...

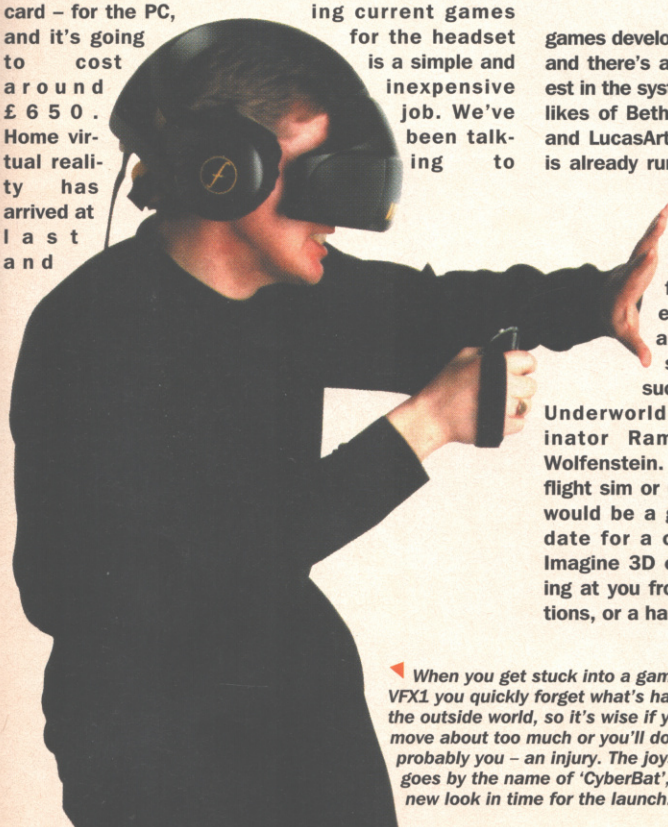
Over £600 may sound a lot, but most other VR systems cost about the same price as a new car. The Forte VFX1 is the first VR system you can use on a home computer without going broke in the process. If it gets the right games to go with it, there'll soon be one sitting beside a lot of PCs.

JOHN BENNET

▲ *The headset is remarkably light and comfortable to wear. When you want to come back to planet Earth, you don't have to take the whole thing off, you just flip up the visor. The only problem is that the pre-production model leaves the wearer with an embarrassing blotch on the forehead and a nasty hair experience.*



You want to try telling a dinosaur he's out of focus? Be my guest. This one's from 3D Dino by Knowledge Adventure (Guildsoft) and it's already running on the VFX1. Creating stereoscopic images like this is a simple conversion job for programmers, which means there should be plenty of games ready for the headset's launch.



◀ *When you get stuck into a game on the VFX1 you quickly forget what's happening in the outside world, so it's wise if you don't move about too much or you'll do someone – probably you – an injury. The joystick, which goes by the name of 'CyberBat', will get a new look in time for the launch.*

▲ *Doom. Where else would you go to find a 3D chainsaw? The biggest, meanest game to hit the PC in years, running on the VFX1 may not be a true stereoscopic game yet, but it's an experience you'll never forget. This game is such a natural for VR that several big names are already squabbling over who's going to convert it to use in the big arcade VR machines.*

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OUR MAN IN THE STATES...

Julian 'Jaz' Rignall

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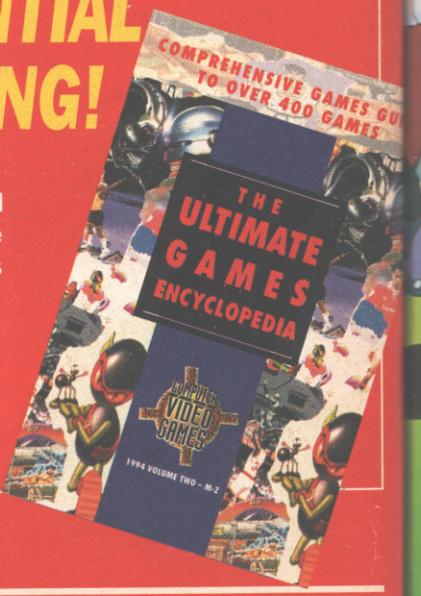

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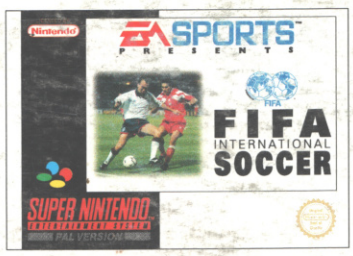

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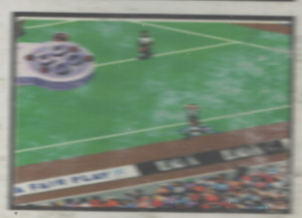

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